Crash Bandicoot 3

PlayStation

Mortal Kombat 4

Nintendo 64

Tenchu

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Rival Schools

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issue 118

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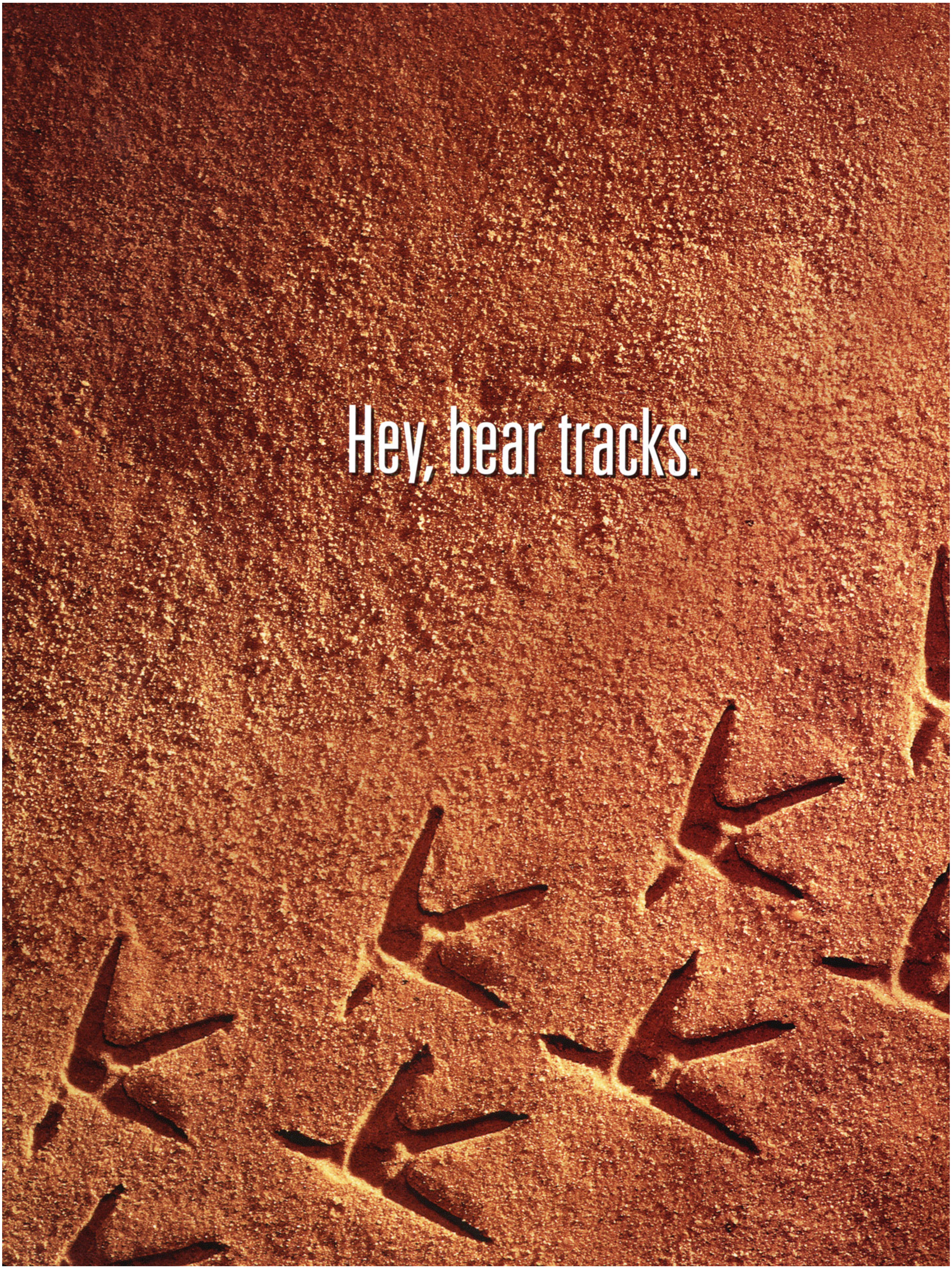
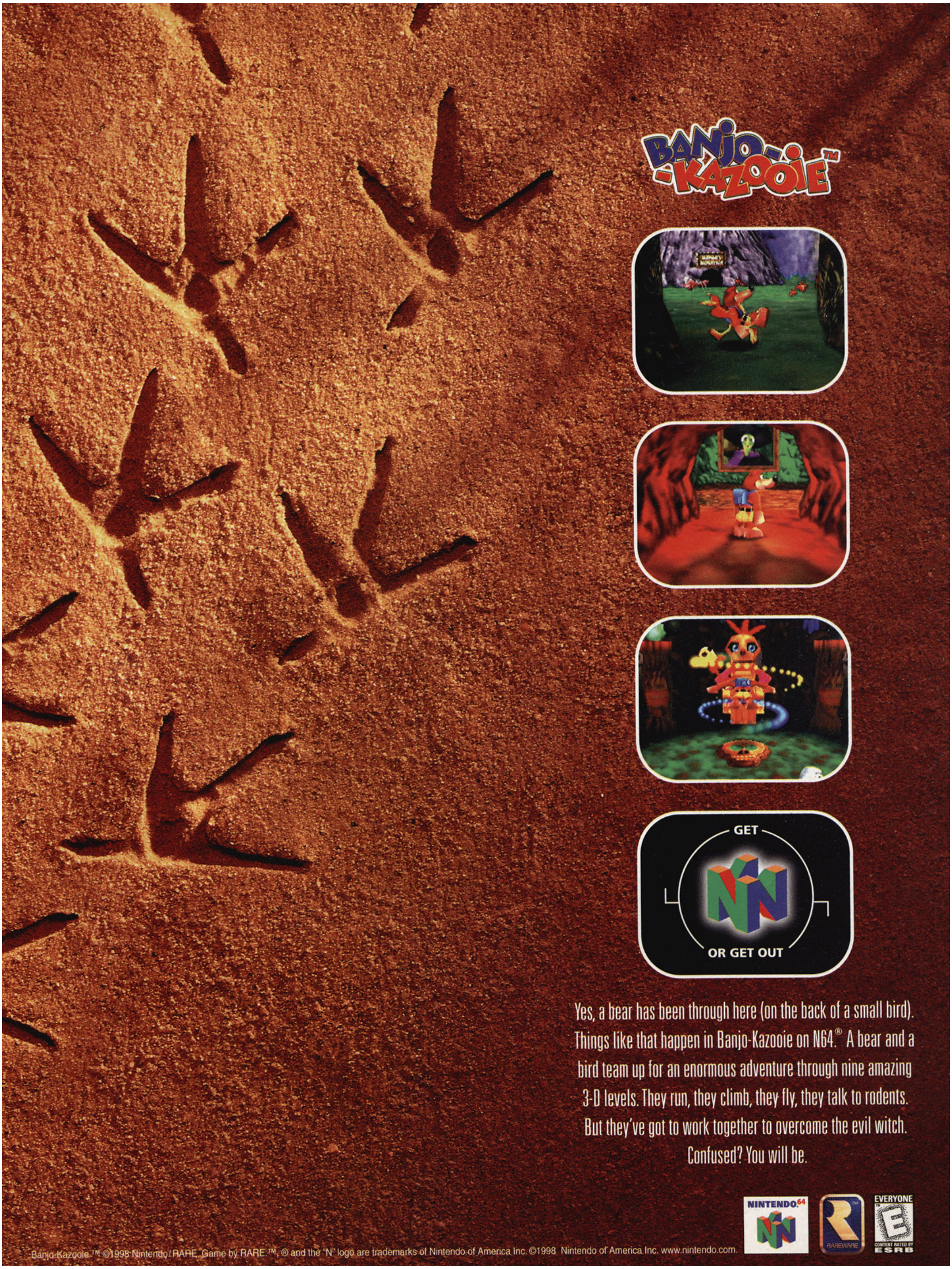


Hey, bear tracks.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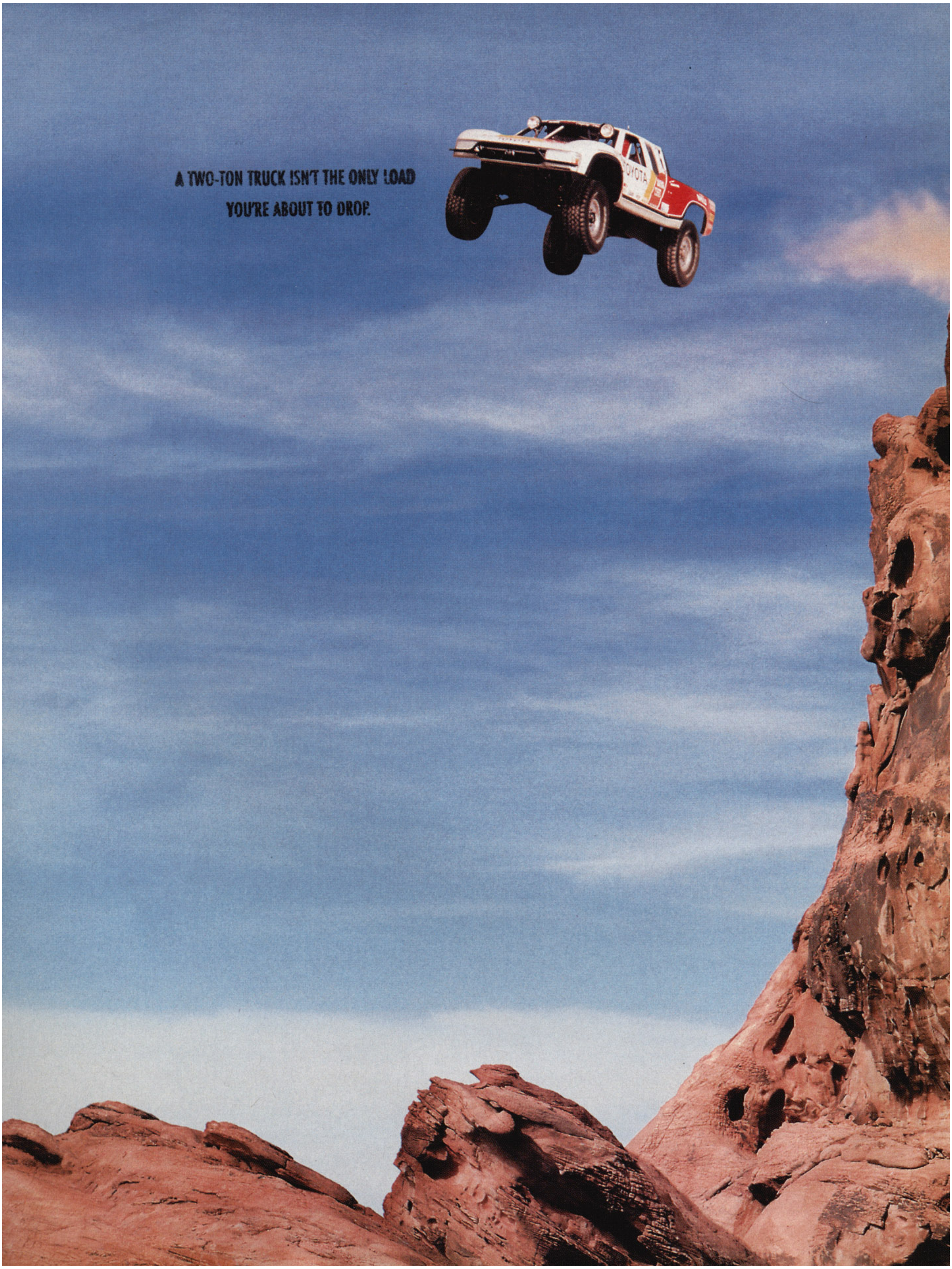
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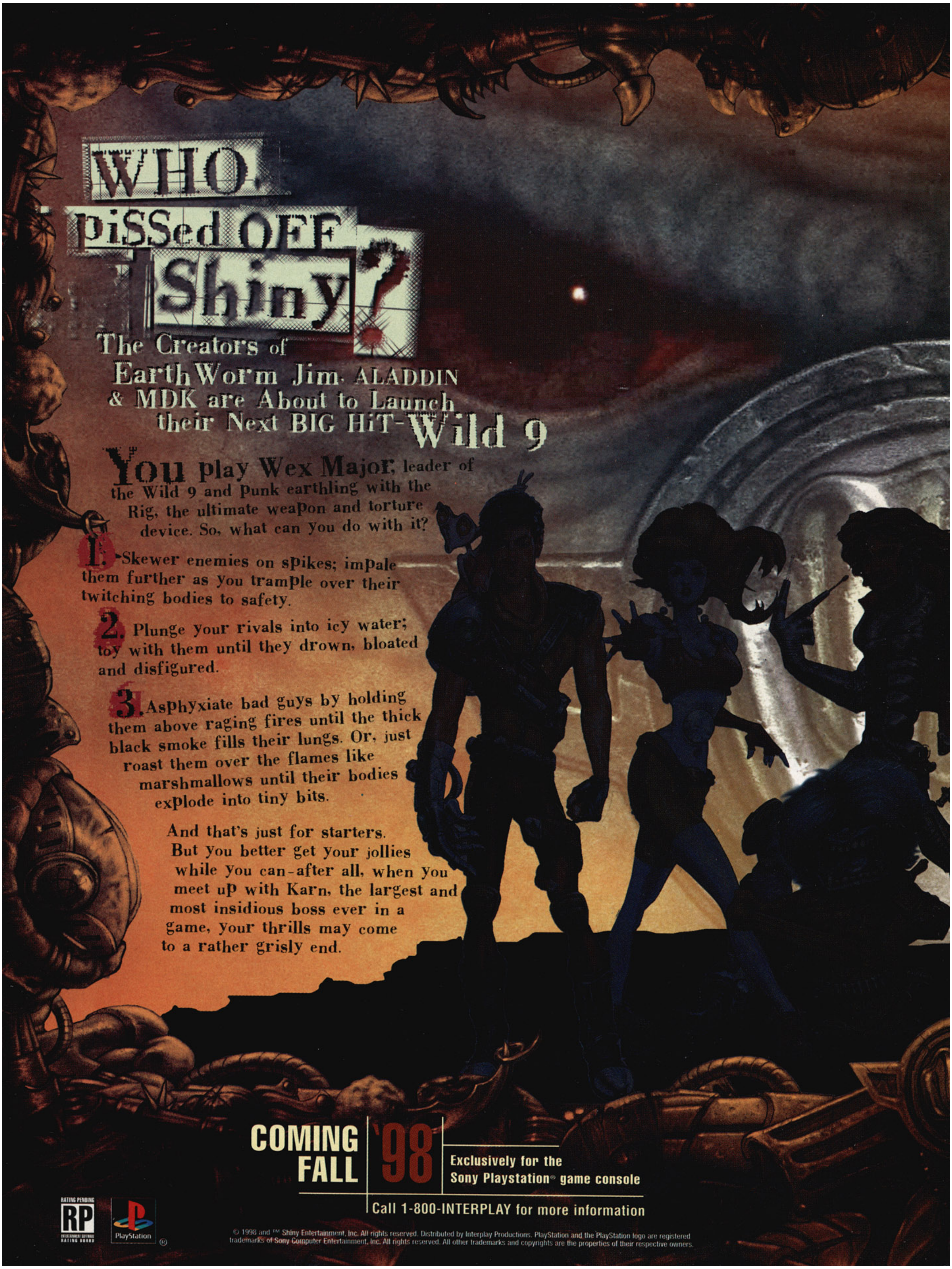

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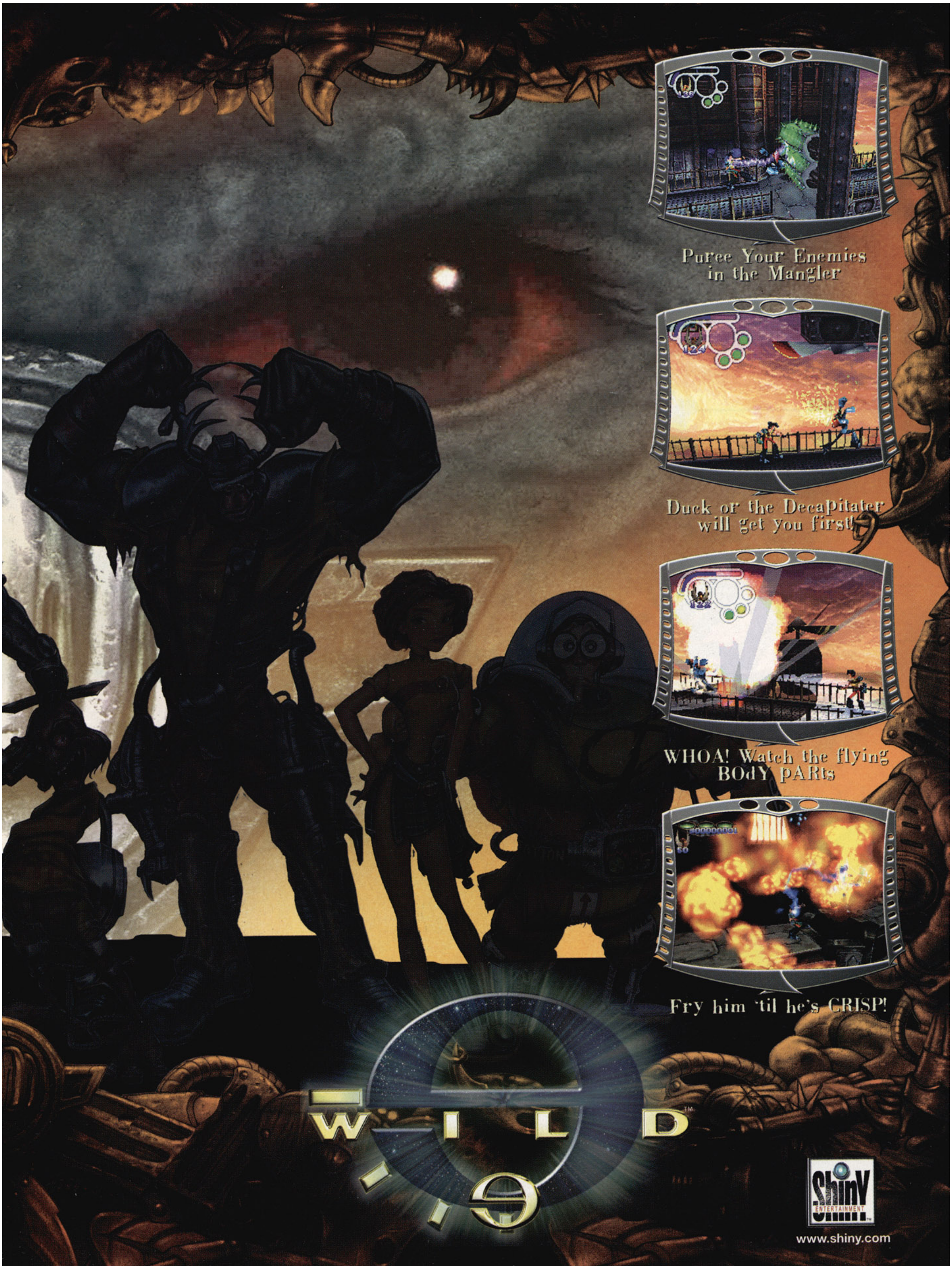
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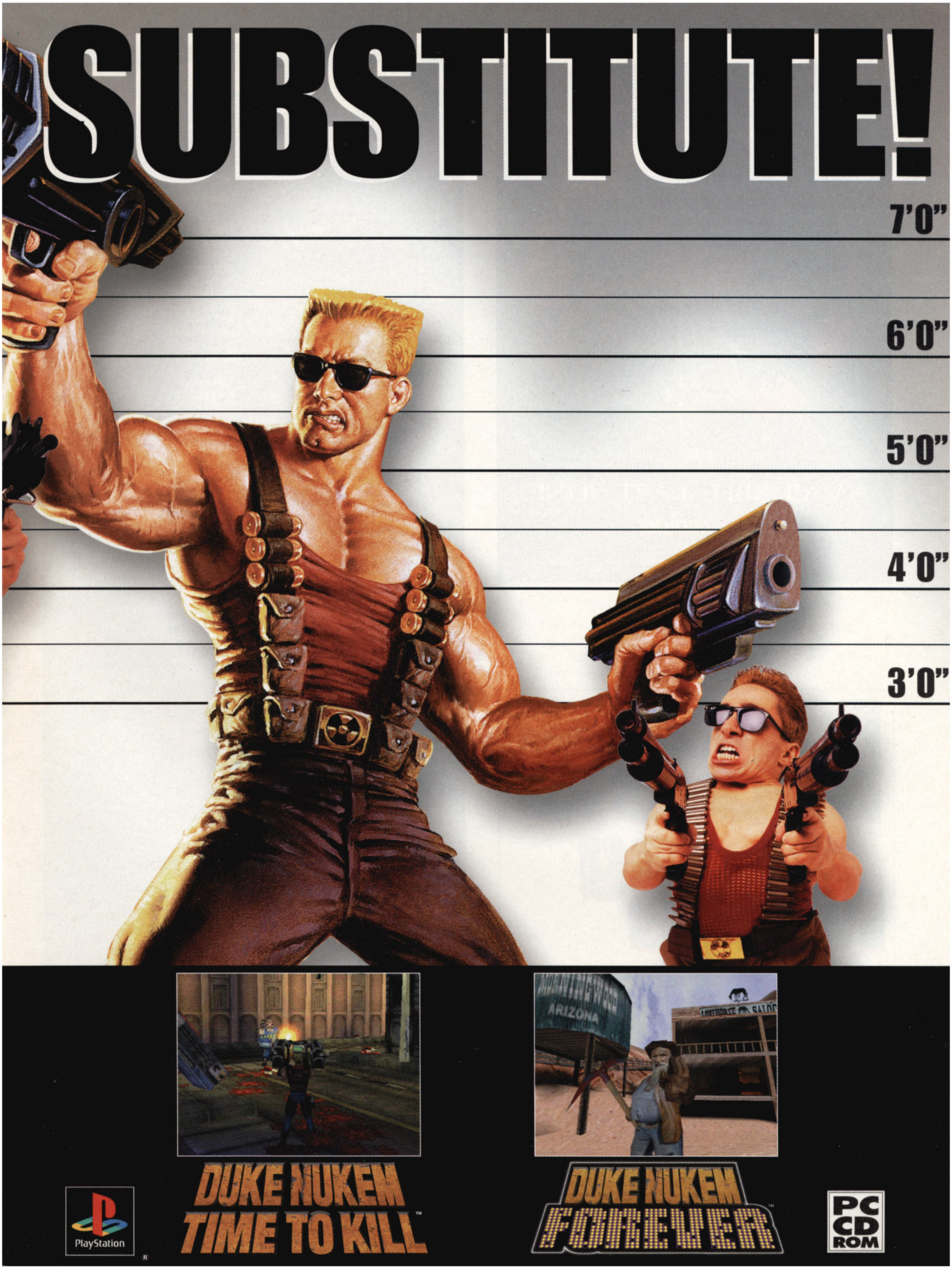
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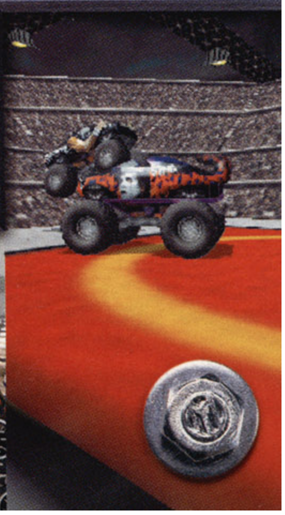

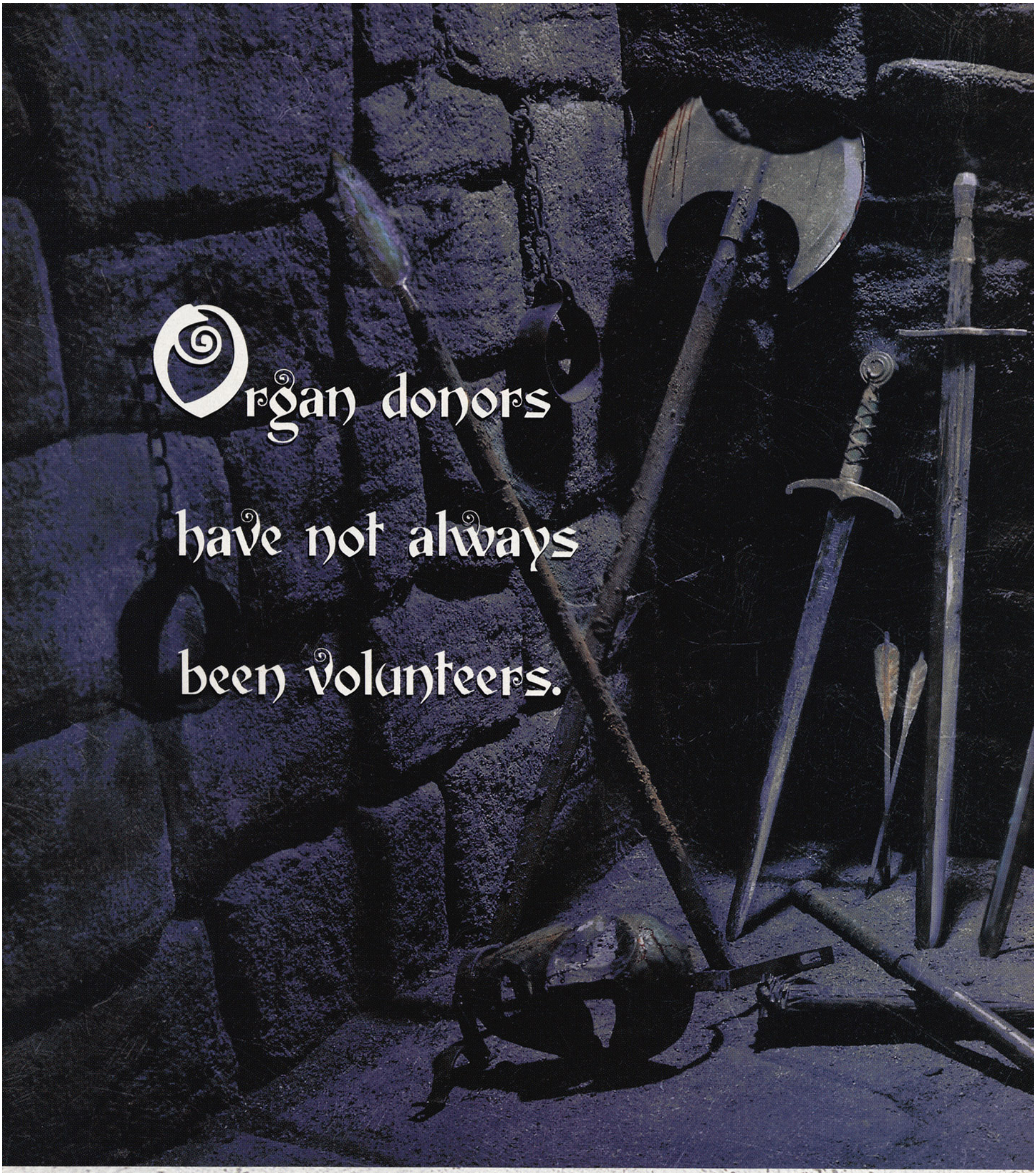
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Double whammy!

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(PlayStation)
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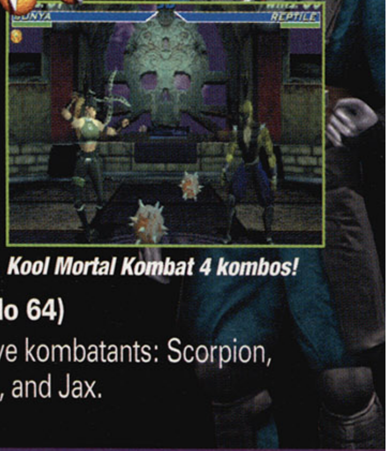
Tekken 3 specials!

Mortal Kombat 4, Part 1
(PlayStation and Nintendo 64)
Kool Kombat kombos for five kombatants: Scorpion, Sonya, Sub-Zero, Quan Chi, and Jax.



Kool Mortal Kombat 4 kombos!

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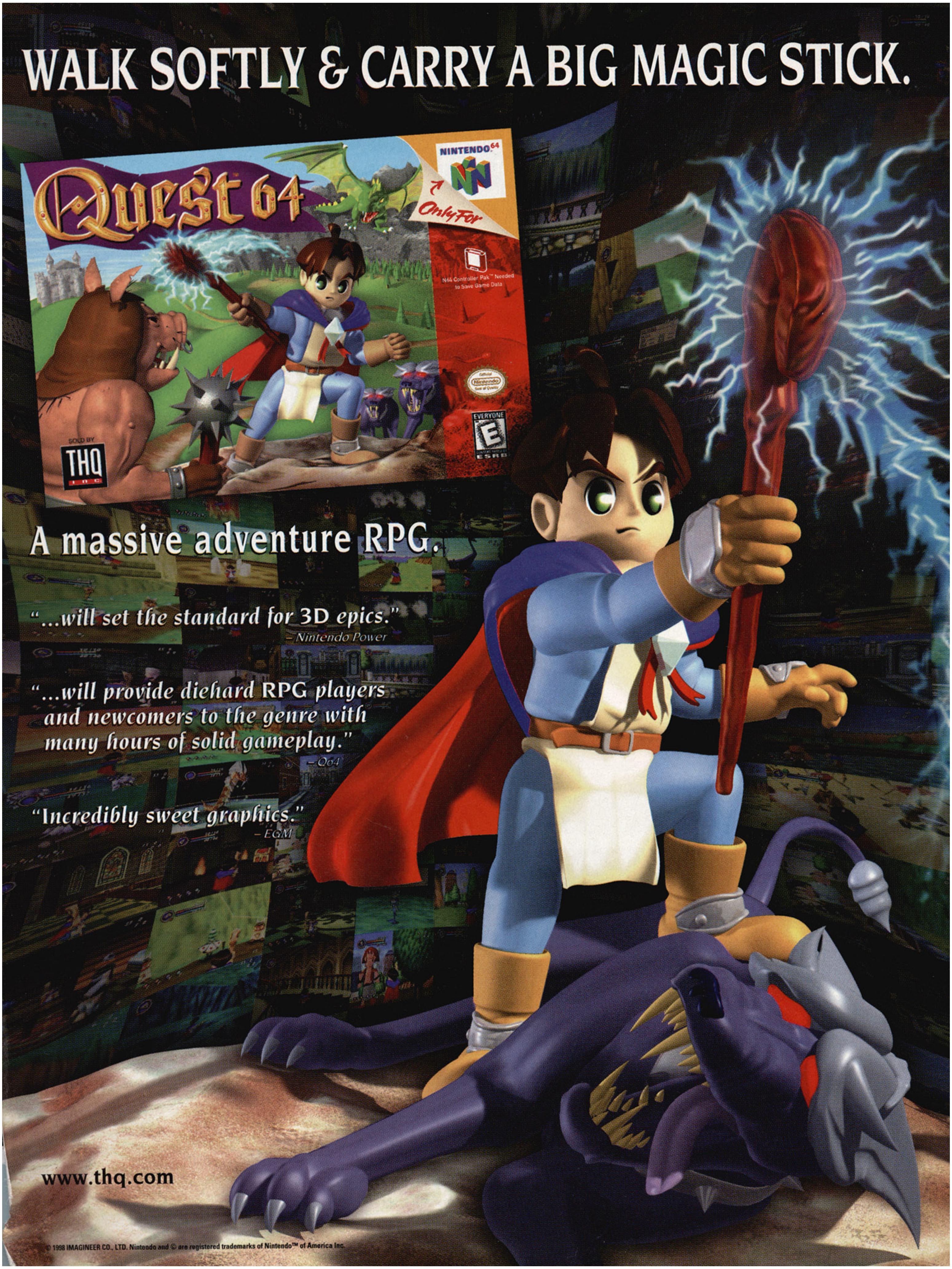
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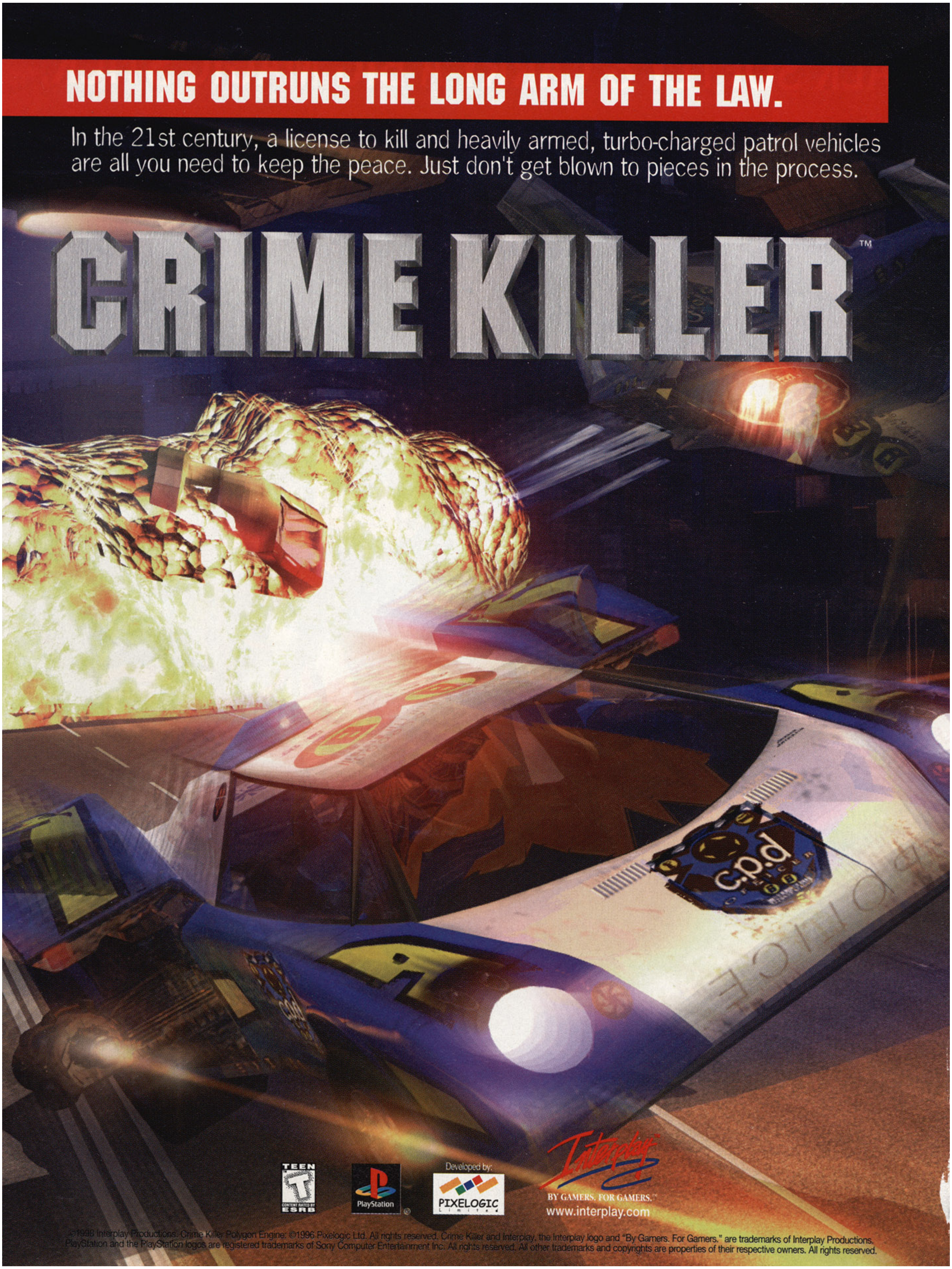

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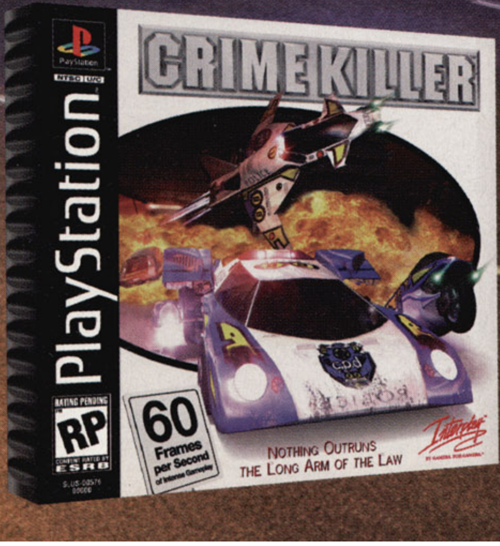
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

The Saturn is dying. And 16-bit games are fading slowly, but surely. Meanwhile, rumors are rampant concerning new PlayStation units, faster, stronger Nintendo machines, and super-secret next-gen systems. Everywhere we turn we're assaulted by "The Next Newest Thing!"

Hype is a wonderful way to sell things to an audience who doesn't know what it's buying—and that's what makes *GamePro* readers so different: you know that just because something is new, it isn't better. In the upcoming months, while the Katana and Project X machines are being touted, it's going to be hard for those gamers who aren't the "brightest crayons in the box" to know the difference between flash and quality. And sometimes excellence exists in systems where you least expect it.

ALL SYSTEMS GO! (IF YOU'VE GOT GAME)

So when gamers like Sullengrlx and pro2479 get mad at Sega for not supporting the Saturn with good titles that have already been released in Japan, we are behind them and their efforts to let Sega know that it needs to reconsider those forgotten U.S. gamers. But we also understand when a company like Capcom hesitates to bring out a game that may actually lose money—in this case, X-Men vs. Street Fighter, which costs more because of its use of the add-on RAM cart.

But don't dis the forgotten systems just yet. If you're system-deficient, you can easily purchase a Saturn and great games for under a Benjamin, and still have enough left over for a new system. There's probably plenty of great stuff in the 16-bit market that you still haven't played thanks to the belief that a new system is a better one. If that were true, petosan wouldn't be asking about Super Turrican 2, one of the best games never released here. And don't forget to check out online stores for bargains; like SirCharles, you may find that being far from a store doesn't mean being far from great games.

Sure, something better is always down the road—but until you've got the big bucks to ride down that highway, take a side route and check out the little known haunts.

The GamePros
San Francisco, CA
comments.gamepro@gamepro.com

WE SWEAR IT'S TRUE

I am really getting tired of Sony and their licensee companies. Wild Arms, Final Fantasy VII, Final Fantasy Tactics, Alundra, and Saga Frontier are the only RPGs released in the past year for PSX, yet EVERY SINGLE ONE OF THEM CONTAINS PROFANITY! Even Mega Man X^4 contains swearing, and it's always been a franchise for everyone. What's next? Swearing in Crash Bandicoot?!? Profanity really does nothing to enhance a game.

Nike R. Nickel

Hey, Nike, just %$@# do it! Although we didn't hear the swearing in Mega Man X^4, we will agree that some games throw in profanity to appeal to an older audience—and unless the profanity somehow moves the story along, or provides some type of comic relief, it is pointless. In the case of Final Fantasy VII, we think the profanity was harmless, but the racial overtones were very disconcerting. (Do all African-Americans really talk like Barrett?)*

SAINT SATURN OF SEGA, THE MARTYR

There's something that's been bothering me: There are so many awesome games that every Saturn owner would love to have—Riven, Grandia, Mystaria 2, and many others—the problem is, they're only released in Japan, and we never get to see them here in the U.S. Instead, Sega brings out games like Steep Slope Sliders and X-Men vs. Street Fighter. I feel that I speak for everyone when I say, "Sega, get off your butt and get it together!" Maybe *GamePro* should start an online petition or something. Sega's not listening...thought maybe you would.

Sullengrlx via Internet

Hey, Sullengrlx, RPGs may be your thing, but don't bag on X-Men vs. Street Fighter. It's a great game with a lot more appeal (and more consumer interest) than some of the RPGs you mentioned. How can a gaming console system survive unless it diversifies its lineup?

*Having said that, we also think your point is well taken about petitioning Sega to bring out games for fans and diehard Saturn martyrs—especially now that Sega's already touting its new system (codenamed Katana) as the next big deal. Go ahead, demand that Sega service the Saturn owners it's stranded. Visit Sega's Web site (**www.sega.com**), call its consumer hotline (800/872-7342), and write. Let them know that you're mad as hell and not going to take Katana anymore!*

A lot of Saturn owners have been waiting for X-Men vs. Street Fighter to come out for Saturn. Is it really coming out, even though Saturn is dead?

pro2479 via Internet

Capcom is saying that plans for releasing the Saturn version of X-Men vs. Street Fighter in the U.S. have still not been finalized. It's hard to blame Capcom for this one—the Saturn market is a no man's

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land, financially, and Capcom could lose a lot of money by venturing out there with this title (considering the cost of the added RAM cart).

I would like to know if the following games will be released for the Saturn: Virtua Fighter 3, X-Men vs. Street Fighter, Riven, Resident Evil 2, Mortal Kombat 4, Samurai Shodown RPG, or any future Sonic games.

BZUT22A via Internet

Is no one listening to us anymore?!? Didn't you read the last two letters? Oh, forget it. Let's just put it this way—the Katana might have more of what you're looking for in a game system.

ZOMBIES FOOLED MY NEIGHBORS

If you beat Resident Evil 2 six times, getting an "A" on every scenario (using only a knife and the handgun), start a new game and enter "Akuma" in the Lab computer in both scenarios. After you beat the game, the save screen will appear and say "akuma." He has only a red fireball as a weapon and he needs no keys to open doors.

Randy Suarez
San Jose, CA

And if you wish real hard, the tooth fairy will leave a quarter on your pillow. Sorry, Randy, we're not biting. Everyone in the world knows that this is a bogus tip that appeared as an April Fool's joke in another magazine. We like how you credit yourself with the tip, though—it appeared word for word exactly as you wrote it under another name in another mag.

TURRICAN'T

If you were told that Turrican 2 was canceled, you were misinformed. My brother and I saw the box at my local video rental store. I would like to know if anyone has spotted it elsewhere.

petosan via Internet

We never said Super Turrican 2 was canceled; we said it was never released in the U.S. Apparently, the game was released in Colombia (don't ask why, we don't know), where it enjoyed much success. We also had trouble finding out if the game will be released here because no one at Ocean of America (the game's publisher) remembers the title.

NOTHING COULD BE FINER THAN A WHINER FROM CAROLINER

I think it sucks that you can't find RPGs anywhere in North or South Carolina. All they have down here are racing and fighting games. The only RPG I've ever seen is Final Fantasy VII and Final Fantasy Tactics.

SirCharles
via Internet

Yeah, well, life sucks, SirCharles. Seeing how you sent this query by email, you must have some knowledge of this new thing called the Internet, where you can buy, sell, and trade games from any state—and they may even deliver them right to your front door! Yeah, baby! If the Carolinas won't bring RPGs to you, have the Internet bring them to the Carolinas.

STARRY-EYED

I recently purchased the game Masters of Teräs Käsi for the PlayStation. I'm a huge *Star Wars* fan, so that might explain my devotion to the game. Sadly, none of my friends seem to share my obsessed views. They always try to bait me into arguments about the game. Last time I checked I wasn't a complete moron, but I can see how people wouldn't love the game—I mean it does have its quirks here and there. I was wondering if you have any word for a retard (like myself) on a better, more intense sequel? Love the mag, and keep up the stylin' work.

Shanon Kallhoff via Internet

Greetings, Shanon. First off, don't insult people with disabilities by including yourself in their group: You don't see disabled people saying, "Geez, what a Kallhoff I am!" Secondly, we understand your pain. Scary Larry and the Rookie love Star Wars, and thought Masters of Teräs Käsi wasn't bad. Other editors, like Major Mike and Johnny Ballgame, thought the game was terrible and didn't deserve coverage. What are you gonna do? Different games appeal to different people. Star Wars, in its defense, was a fun and unique (but control-impaired) fighting game that depended more on its license than its gameplay. But at the time Masters was reviewed, it was one of the best games out there. As this goes to press, LucasArts has said that it is not planning a sequel to the game. And tell your friends to relax—it's no big deal if you like something they don't.

THE FULL MONTY PYTHON

You spam-eating used car salesman. You are a snotty-faced heap of parrot droppings! Go away, or I shall taunt you a second time! May the bird of paradise fly up your ass.

Your poodle,
Bob the Fish

Contributed by sephroth99 via Internet

Do you see what we have to put up with every day of the week? This is beyond getting a life. This person definitely needs major therapy and some good shock treatment.

Tell Us What You Think!

This is your magazine, so tell us what you'd like to see in it. Send your letters to:

GamePro Magazine
Dear Editor
P.O. Box 193709
San Francisco, CA 94119-3709

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E-mail us your comments at this Internet address:
comments.gamepro@gamepro.com

If you're a great video game player, you probably owe a little bit of your success to those courageous players and innovators who came before you. That's why it's important to honor those enshrined on the ultimate high score page.

The Video Game Hall of Fame.

JOY STICK

VIRDERE DE SEMPER FIDELIS
STICK

Joy was a leader in the development of early video game equipment. Her most noted contribution was the invention of the popular game control she originally called "Tim," but later became popularly known as the Joy Stick Stick, or simply Joy Stick.

THOMAS T. BLAKE

Respected Coach and Video Gameologist Tom "The Thumb" Blake. Known throughout the world as a tireless promoter and teacher, Coach Blake has changed the way people think about video games. Nay, changed the way people think, period.

With hard work, determination, lots of practice, a couple of breaks, the right training, a good diet, plenty of exercise, a good night's sleep, plenty of fluids, a well-rounded education, comfortable shoes and a good attitude, who knows?

VIRDERE DE SEMPER FIDELIS
Your Picture Here?

BANJO-KAZOOIE™
NINTENDO64
Only For
Designed For N64 Rumble Pak™
RAREWARE
EVERYONE
E
CONTENT RATED BY ESRB

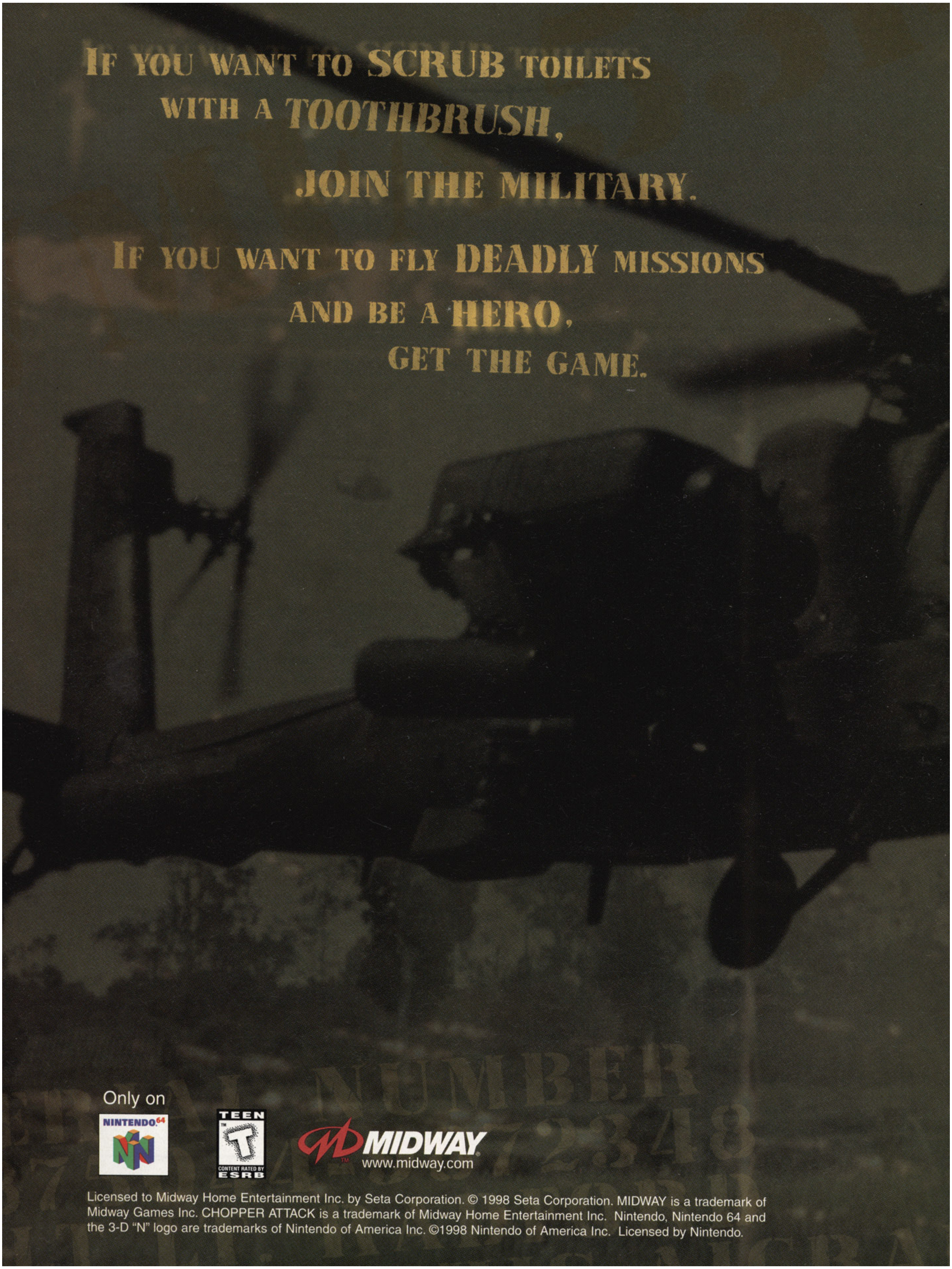
DICK BUTTONS

No, not the popular Olympic figure skater, the man who invented the electronic push button. From a long line of button inventors, Dick's great-grandfather invented the cuff link. Sensing that the zipper might replace the clothing button, Dick turned to developing electronic push buttons like the ones found on all of today's popular video game systems; and the rest, as they say, is video gameology history.

Coach Blake says before you make your way to the hall of fame, make your way to Target. Target has all the latest games you'll need to master. Like Banjo-Kazooie for just $49.99

Get into the game.

TARGET
EXPECT MORE. PAY LESS.


IF YOU WANT TO SCRUB TOILETS
WITH A TOOTHBRUSH,
JOIN THE MILITARY.
IF YOU WANT TO FLY DEADLY MISSIONS
AND BE A HERO,
GET THE GAME.
NUMBER
Only on
NINTENDO64
TEEN
T
CONTENT RATED BY
ESRB
MIDWAY
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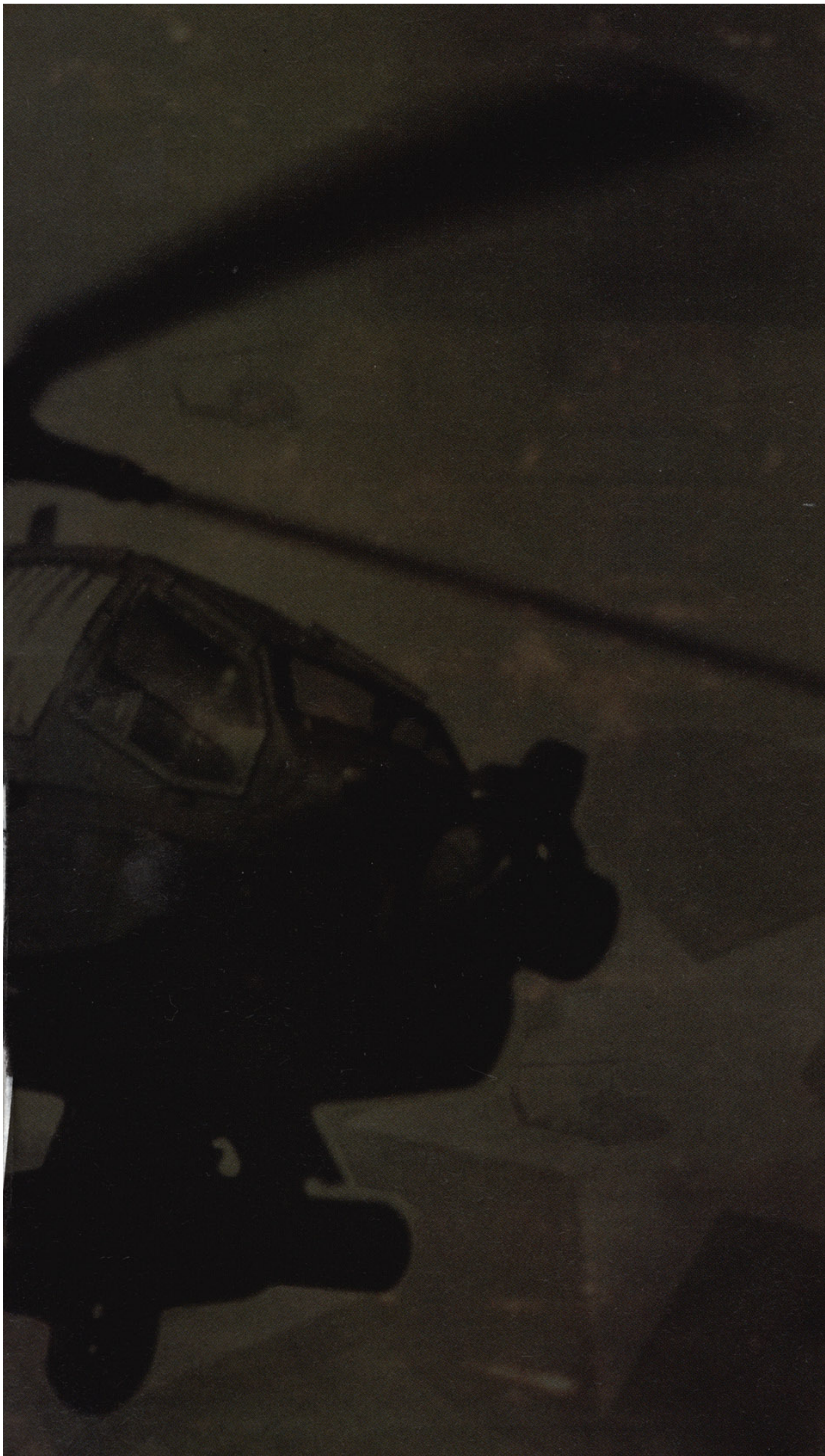
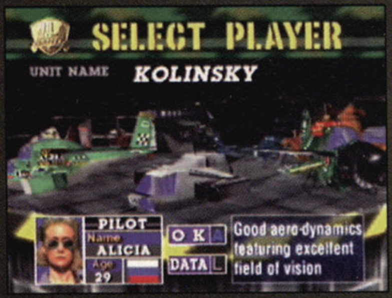
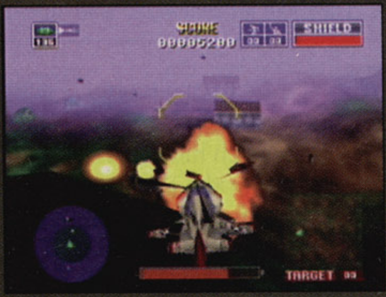
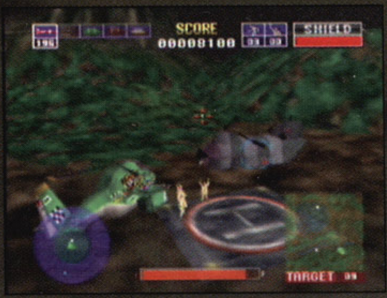



SELECT PLAYER
UNIT NAME KOLINSKY
PILOT
Name ALICIA
Age 29
OK
DATA
Good aero-dynamics featuring excellent field of vision

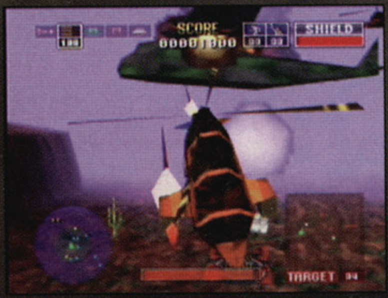
Eight different choppers to choose from.


SCORE 00005200
SHIELD
TARGET

Seven types of weaponry, including five types of missiles.


SCORE 00008100
SHIELD
TARGET

Mission 2: Rescue the hostages.


SCORE 00001000
SHIELD
TARGET

More than ten different types of enemy aircraft and tons of ground targets.

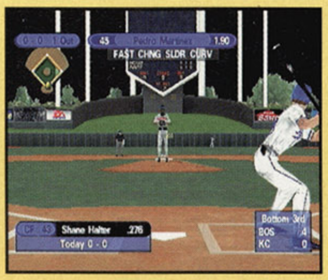
You don't have time for polishing porcelain. You need to be taking on eight of the deadliest missions ever handed down to a pilot. Rescuing POWs under enemy fire. Protecting Air Force One from being blown out of the sky. Taking out terrorist installations. Tell your recruiter the haircut will have to wait. You're busy.

CHOPPER ATTACK

BUYERS BEWARE

By The Watch Dog

Because American Independence Day exists,
Fireworks explode and celebrations persist;
It's another day of festivity bliss,
And I, the always hungry Dog, will be eating plenty:
Ribs, mashed potatoes, and, of course, grits al dente.
Read on to forget your gaming troubles
Then join me and make your stomach size double!

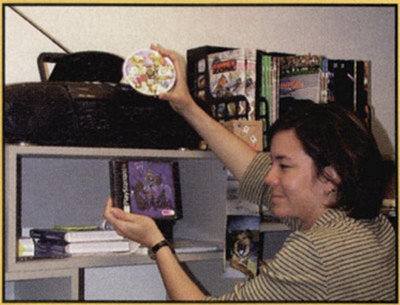


Which side is the right side?

Q: I'm having problems with my pinch hitters in Triple Play '99 for the PlayStation. When I use a right-handed hitter, he stands in the left-handed batter's box; when I use a left-handed hitter, he stands in the right-handed batter's box. In each instance, the ball is thrown behind the batter making it impossible to hit. Is this a universal problem?

Robert Briggs
Riverside, CA

A: **An Electronic Arts customer service rep explains:**
"This has been a common occurrence in a lot of the Triple Play '99 games, especially if you select a pinch hitter after the original batter has stepped up to the plate and had his information loaded. Next time, swap the pinch hitter for the original batter before he steps up to the plate."

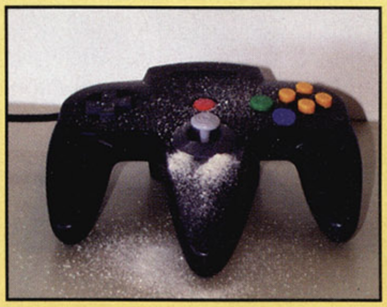


Music to my ears!

Q: In order to listen to game music, can I put PlayStation and Sega CDs into my CD player without damaging either the CDs or my stereo?

ANTChewie
via Internet

A: **The Watch Dog replies:**
According to Sony and Sega customer service reps, listening to the music of game CDs on a CD player shouldn't cause any damage to either your stereo or the CDs. Most games allow you to enjoy their musical scores without any difficulty. Certain games, however, have been specifically programmed not to play on stereo systems for fear of copyright infringement.

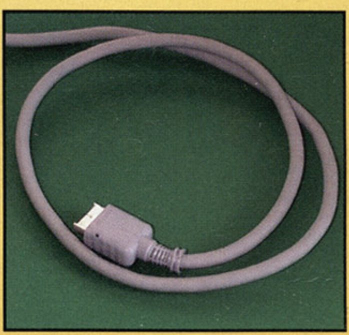


Normal signs of wear and tear?

Q: There's a white, powdery substance all around the analog stick on my N64 controller. What is this substance? Is it toxic? Has my controller been damaged in some way?

Ramon Cedillo
Aspen, CO

A: **A Nintendo customer service rep replies:**
"The white powder is a sign of normal wear-and-tear caused by the controller's plastic parts rubbing against each other. The powder is not toxic and it shouldn't affect your controller. You can use a dry toothbrush to clean it off."



Link me up, Scotty!

Q: I bought the PlayStation Link Cable when it first came out, and I think it's cool. This past year, however, I've hardly seen any games that use the cable. Why? Also, will there be any games released that use the Link Cable in the future?

Samantha Madison
Castro Valley, CA

A: **The Hungry Watch Dog answers:**
You're right, not many games use the Link Cable. The main reason there aren't more Link-compatible games is it's a hassle for gamers to connect the two PlayStations and the two TVs required to make the cable work—in fact, split-screen mode is the preferred method for two-player gameplay. Because it's not a highly marketable accessory, it's difficult to predict which future games will be Link Cable friendly. However, some recently released games that use it are:

- Bushido Blade
- Cool Boarders 2
- Red Asphalt
- Armored Core
- CART World Series

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Dan Elektro's Musty Museum of Mayhem!

Call the new Team GamePro Adventure Hotline and see if you can survive all the traps and dangers of each month's new phone adventure.

Those who survive in the shortest amount of time are eligible to win awesome monthly prizes and get their name printed in *GamePro!*

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Grand Prize

Del Awasum, Baltimore, MD, 1 min. 48 sec.

Runners-Up

Jerry Carcache, Atlantic City, NJ, 2 min. 1 sec.
Josiah Johnson, Bradenton, FL, 8 min. 13 sec.
Roman Johnson, Bradenton, FL, 9 min. 39 sec.

A New Adventure with a Different GamePro Editor Every Month!

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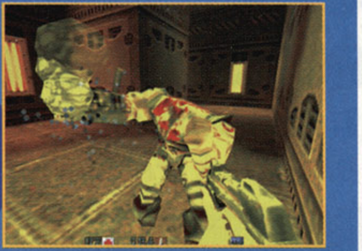
Psygnosis, Activision To Develop for N64

Wipeout 64, Quake II, Nightmare Creatures to join 64-bit library

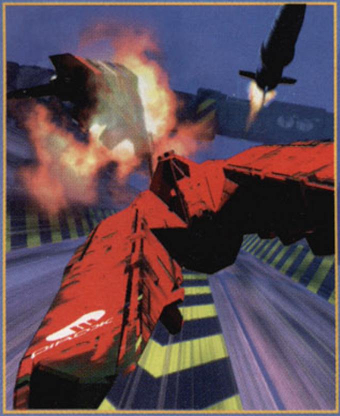
Good business is where you find it—and for Psygnosis and Activision, good business is at Nintendo. Psygnosis, the developer of such PlayStation hits as Destruction Derby and Colony Wars, will soon bring its skills to the Nintendo 64 with a four-player version of Wipeout, thus continuing the hover racing series that has already sold 1.5 million copies on the PlayStation and Saturn. Wipeout 64 is slated for release in 1999.



Will Quake II's cybernetic fragfest hold up on the N64?

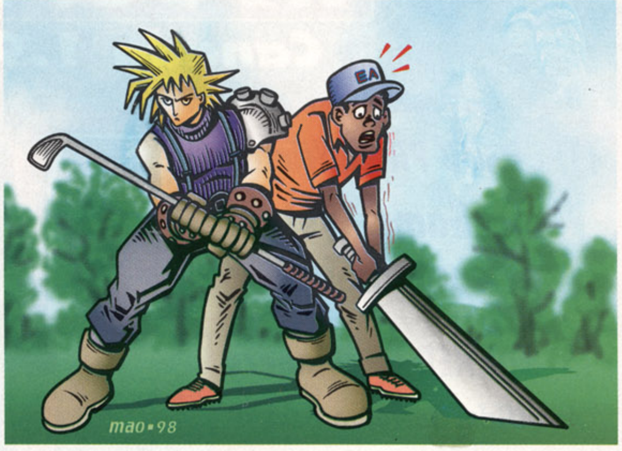
Activision has also joined the legion of N64 publishers; the company's PlayStation horror hit, Nightmare Creatures, and the PC juggernaut, Quake II, will be its first Nintendo 64 releases. Kalisto will handle the Nightmare Creatures conversion, while Aaron Seeler, lead programmer of the N64 versions of both Doom and Quake, will oversee Quake II's development.

Neither company is a stranger to Nintendo development: In the 16-bit days, Psygnosis's Lemmings series enjoyed success on the SNES, and Activision has released numerous titles for both the 8-bit and 16-bit Nintendo consoles. However, the ultimate irony here is that Sony owns Psygnosis (despite having tried to sell the company two years ago), and now faces sharing the developer with its fiercest rival. If Wipeout 64 does well, there's a good chance that other Psygnosis PlayStation hits like Destruction Derby and Formula 1 will also make the leap to Nintendo.



Wipeout speeds to 64-bit Nintendo cartridges next year.

Square, EA Join Forces



It's good news for gamers on both sides of the Pacific—especially for those who are import fans. Electronic Arts and Square have announced the formation of two new companies to develop and distribute their games both in Japan and the United States.

The stateside company, Square Electronic Arts, LLC, will be responsible for bringing Japanese titles such as Bushido Blade 2, Parasite Eve, Xenogears, and Brave Fencer Musashiden to American store shelves. It will be 70-percent owned by Square Soft and 30-percent owned by Electronic Arts.

On the other side of the Pacific, Electronic Arts Square, KK, will set up shop in Tokyo, bringing EA's FIFA titles, Diablo, NBA Live, the Ultima RPG series, Theme Hospital, and the upcoming Tiger Woods game to a golf-crazed Japan. Electronic Arts will control 70 percent of this business unit, while Square will own the remaining 30 percent.

news bits

64DD Delayed in Japan

Maybe one of those Ds stands for "delayed." Nintendo of Japan recently confirmed that the 64DD storage peripheral won't come out this summer as planned, labelling it instead as "To Be Announced '98." Nintendo of America has never announced a U.S. release date for the N64 disk drive, and has stated that its arrival on American shores will depend on the system's performance in Japan. Suddenly, aren't you glad Zelda's on a cartridge after all?

Bandai's New Portable

Move over, Game Boy—someone else wants a piece of your portable action. According to the Japanese news sources, Tamagotchi maker Bandai is developing a handheld black-and-white LCD game system that boasts twice the screen resolution of Game Boy, a link cable, and a lower price than Nintendo's portable. Bandai has confirmed that it would like to release the system in Japan by the end of this year.

Sega Not Pulling Saturn

Sega says the Saturn will not be pulled from store shelves, as previously reported by the media. "Those reports were wrong," says Sega of America's Lee Caraer. "Marketing support is still in place for the Saturn and a slate of six titles soon to be released." The price of Saturn software has been greatly reduced in many outlets, and the Saturn's estimated 1.4 million installed base in America contrasts sharply with that of Sony's PlayStation, which is estimated at 10 million units.

Microsoft

OUTWARS MEMORIAL (ITEM NO. 328)

JET PACK

c.2389

MILITARY RELIC FROM THE 1ST OUTWARS.

BELONGED TO A BRAVE DREADNAUT SOLDIER WHO WARDED OFF HUGE EXO-SKELETON CREATURES.

FOUND DURING EXCAVATION OF THE GALAXY MINI MALL, 2506 AD.

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EXPLORING DEPTHS OF PLANET OASIS

BLASTING RUTHLESS SKULL HORDES

87TH
DREADNAUTS
SINGLETRAC
TEEN
T
AGES 13+
ESRB
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OUTWARS™

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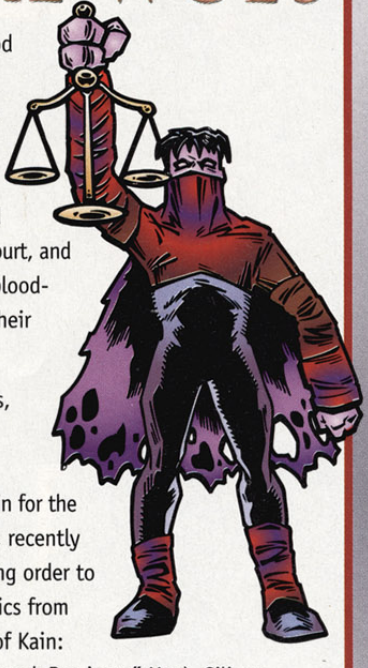
New Duke Action Figures

Take cover, toy shoppers—Duke Nukem's mounting a second assault on store shelves with a new wave of action figures. The original Duke figure is joined by three of his enemies: the Pig Cop, the Octabrain, and the Battlelord. Each figure has its own features and accessories, like the Octabrain's glow-in-the-dark "brain goo" and the Battlelord's spinning chaingun barrel.

Also new is Nightstrike Duke, a covert operations-ready variant with sneaky black duds, camo-painted arms, a modified MP-5 rifle, and a coil of commando rope. All five figures should be on sale now at major toy and software stores.

LEGACY OF KAIN'S LEGAL WOES



Did you think Blood Omen: Legacy of Kain's lead vampire was nasty? Wait until the game's warring creator and publisher clash in court, and you'll see the real bloodsuckers at work—their lawyers.

Silicon Knights, developers of the action/RPG Blood Omen: Legacy of Kain for the PlayStation and PC, recently filed for a restraining order to stop Crystal Dynamics from promoting Legacy of Kain: Soul Reaver (see "Sneak Previews," May). Silicon Knights claims that it owns the intellectual property rights to the Kain franchise, that Soul Reaver's plot line was stolen from them, and that nobody else can legally create another Kain game. Silicon Knights has accused Crystal Dynamics of breach of contract, defamation, fraud, and unfair competition, among other allegations.

Crystal Dynamics, meanwhile, says it paid the development costs for Blood Omen and therefore has the right to create a sequel if it chooses. The two companies have been arguing over ownership of the series for some months—and the result of this legal contest could determine whether or not Soul Reaver ever comes out at all.

Static

We were psyched about the Lara Croft action figure when we photographed the prototype for "ProNews" last year, but the final production version, with its pouty lips and huge, jointed shoulders, looks like a transvestite linebacker. • Dan Elektro converted a broken Super Nintendo into a Kleenex dispenser. When you sneeze, reach for the SNES! • It's pretty bad when a certain Web site is so obsessed with being first that it actually reports on the rumor of an announcement of Final Fantasy VIII. Being first is okay, but what about being useful? • Moving the GamePro offices has taught us one thing: Boy, do we have a lot of junk. And we're boxing the junk up and taking it with us. • That chick from Deathtrap Dungeon's got back! • Bandai sent over more than a dozen DigiMons, and the tiny beeping sounds haven't ceased since. Air Hendrix got his to live 21 days before it croaked. Rookie had his up to 86 pounds in training before he realized it wasn't supposed to be that heavy. Oddly, his was the first to die... • Meanwhile, somewhere in the Sega building, a small, blue hedgehog sits and waits. And weeps... • Blah...blah... blah... blahbalicious...bl

Acclaim Sports Sneak Peek

Acclaim Sports recently showed off two impressive new sports titles that are ready to launch this fall. NBA Jam '99 (tentative title) and NFL Quarterback Club '99 display the slammin' graphics and features gamers demand in their titles and show the potential to be top sellers this holiday season. Check future issues of *GamePro* to see how these cool-looking titles progress.

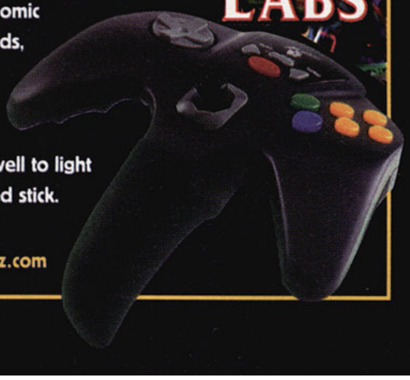
GAMEPRO LABS

Mad Catz Advanced Control Pad for Nintendo 64

RATING: 3.0

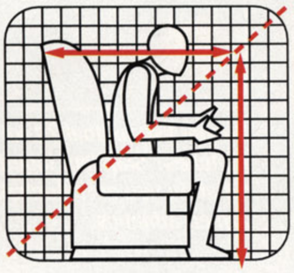
The Advanced Control Pad's rubber-coated, ergonomic grips feel very comfortable and stable in your hands, while the Slow and Turbo buttons give cheaters more options. Yet these goodies lose out to a less comfortable Z trigger and a weak directional pad. The clunky directional disc doesn't respond well to light presses, thus sinking this otherwise well-intentioned stick. Given a choice, go with Nintendo's pad.

Price: $24.99. Contact: Mad Catz, http://www.madcatz.com



Respected coach and video gameologist Tom "The Thumb" Blake says that what's happening around the screen is as important as what's happening on the screen. That's why he recommends that you learn these tips on

Creating The Proper Playing Environment.



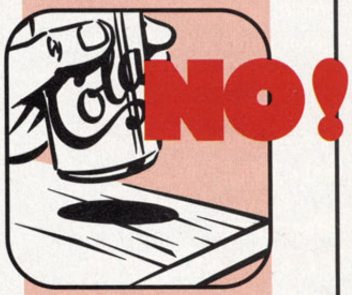
Without proper form and posture and an ergonomically designed chair, you run the risk of throwing your back out while you play. Make sure your chair is properly designed to promote video game posture. Sit slightly slouched, relaxed, lean a bit forward with both feet on the ground. When a good chair and good form come together, good things happen.

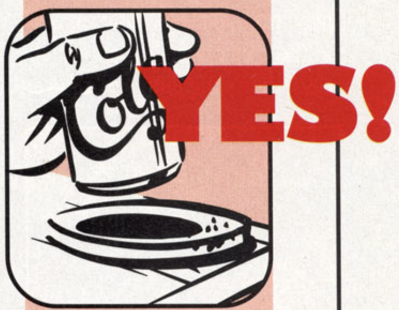
SOUVENIR SPOON–NO!

The three biggest reasons people say they lose video games. Distractions. Distractions. I let you win. Make sure your playing room is free of distractions. If your mother displays her collection of souvenir spoons in that room, for example, throw a sheet over it. You don't want to get caught admiring some spoon from Mount Rushmore while your opponent beats the snot out of you.

Coach Blake also says that where you get your games is as important as where you play them. That's why he recommends getting down to Target and picking up a game like Mortal Kombat 4 for PlayStation at $39.99 N64 for just $49.99

PlayStation
MORTAL 4 KOMBAT
MIDWAY
NINTENDO 64
MATURE
M
ESRB





It's imperative to have liquid refreshment within reach, but always set your soda on a coaster, and never directly on a wooden end table. It will leave a ring. This message brought to you by the Butte, Montana, chapter of Mothers of Video Game Players.

Get into the game.

TARGET
EXPECT MORE. PAY LESS.

FireTeam: All For One & One To Watch

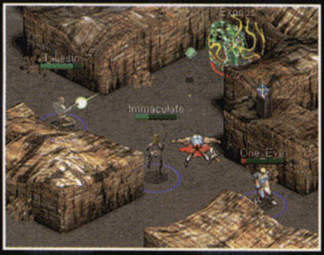
Sick of lone-wolf action games? FireTeam's cooperative shooters offer online camaraderie.

By Dan Elektro

First, there was Quake. And it was good, even over the Internet, but it didn't amount to much more than free-for-alls with strangers. Then Capture the Flag was added, introducing the concept of team play. Still, it was hard to talk to teammates—nobody has time to type when there's a rocket closing in fast. Quake II arrived and gave the whole thing a nice polish, but the problem remains: How do you simultaneously kill and communicate as a team?

Sound Foundations

Enter FireTeam, a new multiplayer game from Multitude that's based on the concept of "collaborative play." Here's the thinking: You can play games against your computer any old time, but the reason you're logging on is to play with other people. FireTeam arms each player with a headset microphone for hands-free communication with teammates, three character types to control, and cooperative action games that only get better when you start talking. No chatting, no typing—actual talking, like with your mouth and everything. No buttons will impede the flow of your voice.

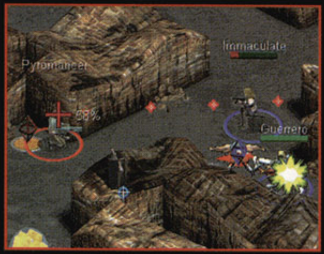


Since each player has only a limited field of vision, teamwork and verbal communication are extremely important.

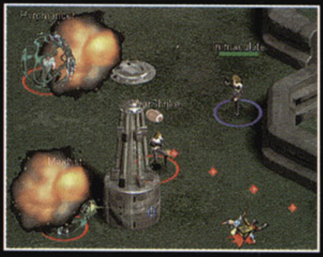
You and your four-player team will be able to discuss strategies, call out updates, and shout warnings during the game without ever taking your hands off the controls. In fact, since you can only see objects and enemies in front of your character, you'll want someone to let you know when there's a punk on your six. The sound ain't crystal-clear, but it's roughly as good as a walkie-talkie or an AM radio—and it's certainly no worse than the chats you hear on Mplayer. All you need is a 28.8 modem, Windows 95, and the headset which comes with the game.

The Latency Factor

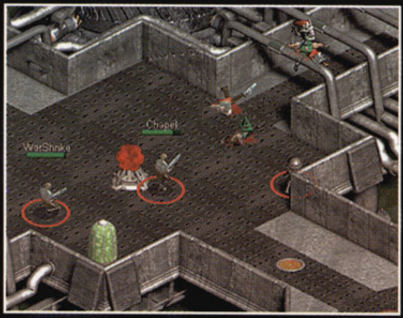
Live speech, trigger-happy action, 16-player arenas...sounds like a lag-filled exercise in frustration, right? Nope. Instead of creating a game and then figuring out how to make it work online, Multitude built FireTeam around the realities of Internet latency since the beginning. The result is a surprisingly lag-free experience that will shock most Quake vets (but, in all fairness, the action's not nearly as fast as Quake's). The 16-bit hi-res rendered graphics and crisp sounds don't seem like afterthoughts, either; the professional look and feel of the ¾-overhead action recalls Diablo or the Crusader series.



PROTIP: If you're shy, don't choose the scout—not only is she fast, but she can see parts of the field other players can't. You'll have to be the team's "eyes" and talk to them over the microphone.



Do you like football? Like death matches? Slap 'em together and what do you get? Gunball—or armed athletics.



FireTeam provides trigger-happy gameplay in enclosed arenas for up to four teams of four players each.

Unlike Ultima Online (all story) or Quake (hardly any story at all), FireTeam adventures cover a wide range of interests and settings. For 15 minutes, you could be engaged in a traditional team death match; when the action's over, switch gears for a round of Gunball—a cross between football and mass murder. If that's too intense, try Base Tag, FireTeam's take on fort defense, or Capture the Flag, a frantic game with multiple teams and multiple flags. Not only is Multitude creating more scenarios (hinting at games based on movies, books, and TV shows), it's also encouraging players to come up with their own game ideas and providing the tools to make them a reality.

FireTeam Spirit

For anyone who's looking for more than just a random online fragfest, FireTeam's blend of shooter action and player interaction could be just the right combination. G

FireTeam

URL: http://www.fireteam.com
Current Games: Gunball, Capture the Flag, Team Death Match, Base Tag
Hardware Requirements: Pentium 120, 16 MB RAM, Windows 95, 28.8 modem
Price: $49.95 (includes software, Andrea GameWare headset microphone and one month of play); $9.95 per month for unlimited play.
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NO. NK5-DOM

Just like humans, some dogs are smarter than others. (In fact, some dogs are smarter than some humans. You can probably think of a few examples yourself.) So hang in there if your pet turns out to be some sort of canine lamebrain.

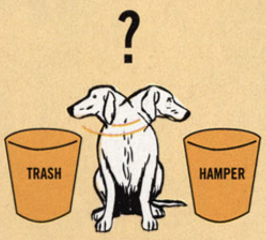
LESSON 1: GARBAGE REMOVAL

COMMAND	ACTION
"Grab"	Instruct your canine to grab the bag at its opening to avoid a major tear.
"Carry"	Then, be sure he lifts and carries it off the ground. Don't drag the bag.
"Deposit"	Finally, it needs to go "in" the can. Not "on" it. Not "near" it. Inside it.

If your canine just can't figure it out, try putting the bag in your mouth and demonstrating it for him. **HINT:** this is best done when no one else is watching.

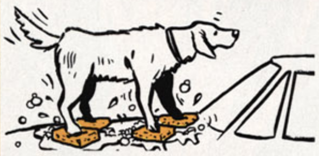
LESSON 2: TIDYING UP

After garbage removal this should be a snap. Just be sure your pooch knows the difference between a garbage can and a clothes hamper. If not, you could end up short of underwear.



ADVANCED LESSON: AUTO CLEANING

This should be attempted with hounds of exceptional intellect and dexterity, only. If your canine is a bit of a putz, don't even waste the time trying to teach this one.



Bonus Reward

LESSON 3: PULLING WEEDS

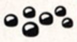
Weed "YES"

Flower "NO"

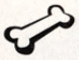
Dogs don't have a green thumb (heck, they don't have a thumb of any kind). Therefore, you need to help them distinguish between a weed and a flower. If you don't, well, let's put it this way, your mutt won't be the only one living in the proverbial doghouse.

TRAINING TIPS

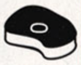
1 Reward a task well done:



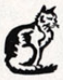
A). A few of these are ample reward for first-time success.



B). Give this tasty morsel when he consistently comes through.



C). Lay this on him when he does a chore without being asked.



D). Just kidding.

2 Provide frequent rest periods:

Keep in mind that every year of your life equals seven dog years. So your hound is working some really long hours:

Chore	Your time	In dog years
Empty garbage	4 min.	28 min.
Tidy up room	45 min.	5 hrs., 15 min.
Pulling weeds	4 hrs.	1 day, 4 hrs.

3 Relax and enjoy your free time:

- Sit in the bathtub and get all wrinkly.
- Prove the existence of extraterrestrial life.
- Practice juggling corndogs.

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DISCLAIMER - In the event you don't own a dog we do not recommend substituting any of the following: a hamster (too small), a turtle (too slow), a rattlesnake (too poisonous), a dinosaur (too extinct). However, if you have a little brother, all of the ideas shown here definitely do apply.

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1:6
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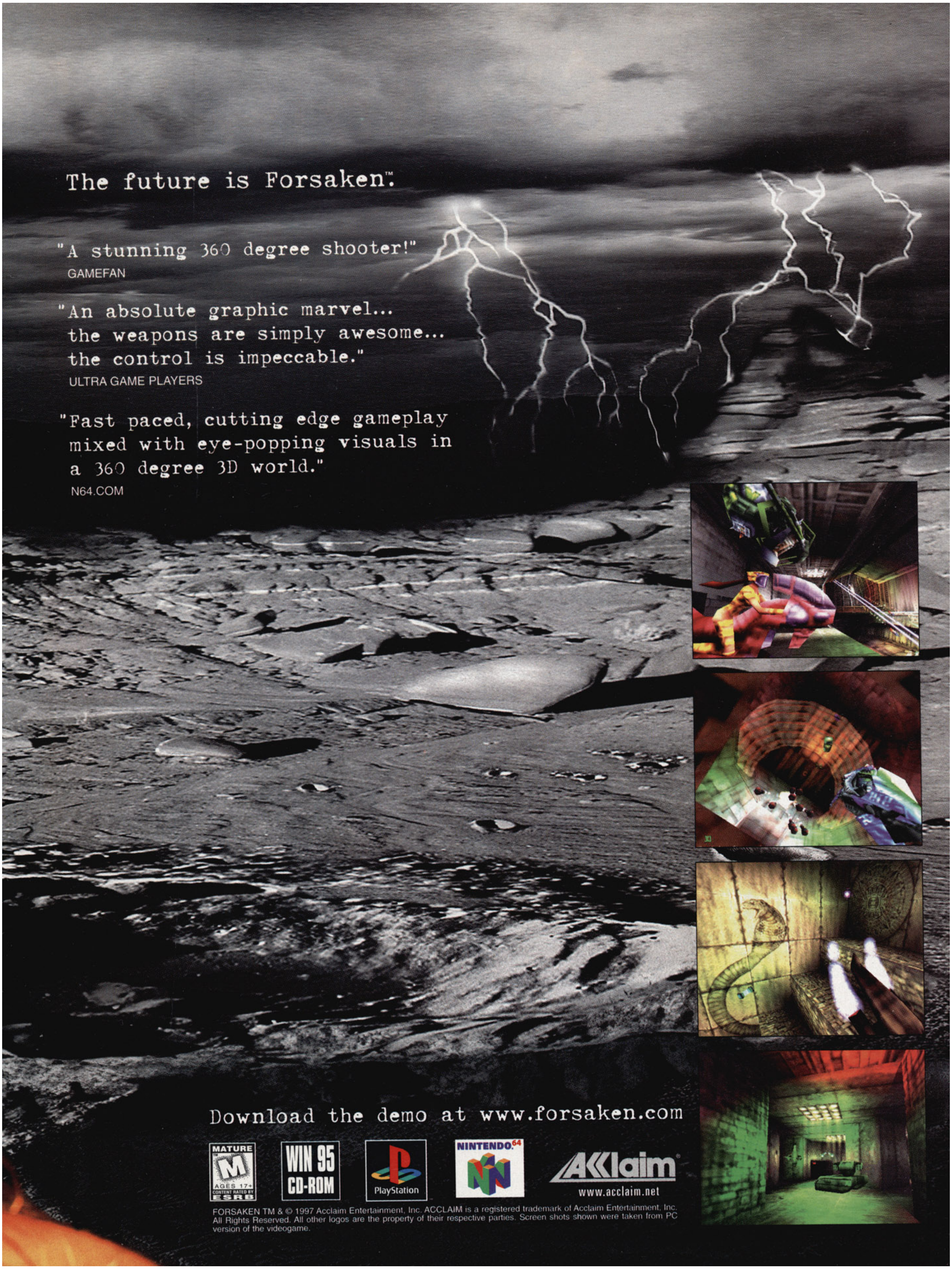

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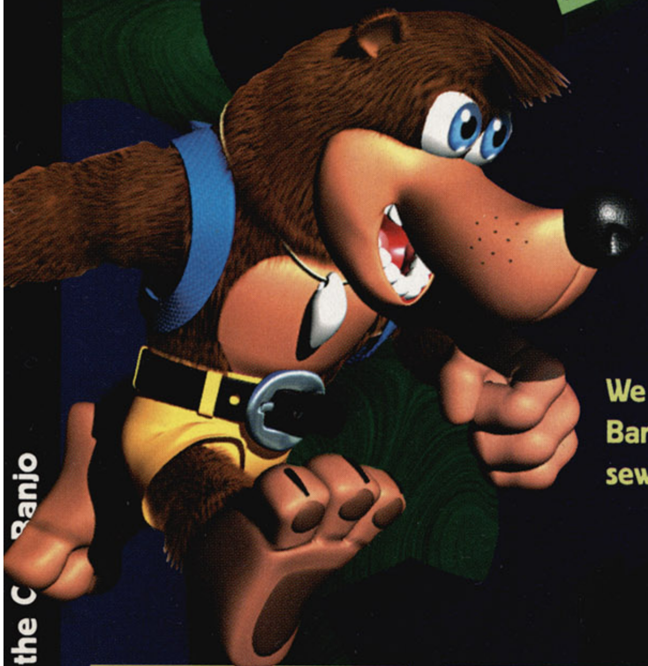


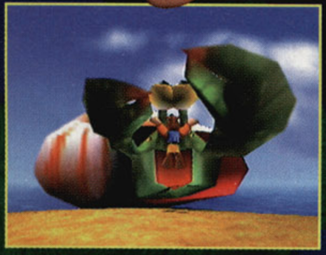
Strummin' on the Ole Banjo

We got an exclusive first look at the newest Mario-killer from Rare. Banjo-Kazooie pushes the old platform plumber back into the sewer with its deep gameplay and endless fun. **By Scary Larry**

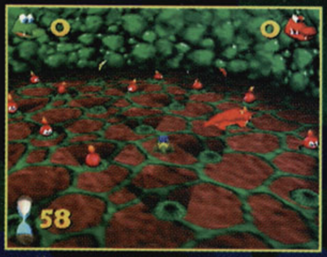
When Mario 64 debuted, people went ballistic over the game's flawless graphics and incredibly rich gameplay—and rightfully so. At the time, the game was the perfect showcase for the new N64 system, and made a much-deserved splash.

Now after many delays, Banjo-Kazooie is here—a more complex, more fluid, and more attractive game than its plumber predecessor. It's sure to have even the staunchest N64 critics raising their eyebrows.

Rare (the creative force behind Donkey Kong Country on the Super NES, and more recently, GoldenEye 007 on the N64) pulled out all the stops while still playing by the book. The company has created a visually dazzling masterpiece with bright backgrounds that display much more depth than Mario's one-dimensional environments



PROTIP: In Treasure Trove Cove, face down Nipper the Giant Crab by attacking his face when he stops snapping his claws. Then jump in his shell to find a puzzle piece.

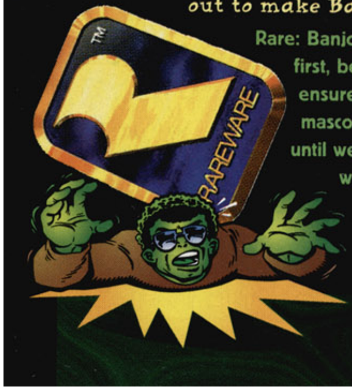


PROTIP: In Bubble Gloop Swamp, find Mumbo, change into the gator, and play an eating game with the red alligator. If you beat him twice, he'll give you a puzzle piece.

A Rare Experience

Although it's hard at work on a few secret games (no one said Killer Instinct 3, did they?), Rare took a rare timeout to answer some questions from our readers that we faxed to the company. Scary Larry has tacked on his play-by-play throughout.

GamePro: What were your plans when you were setting out to make Banjo-Kazooie?



Rare: Banjo's character and his abilities were designed first, before the actual game was started. In order to ensure that Banjo would become one of Nintendo's mascot characters, we worked on his look and abilities until we were happy with them. Once this was finalized, we set out to design a game that would take advantage of those abilities.

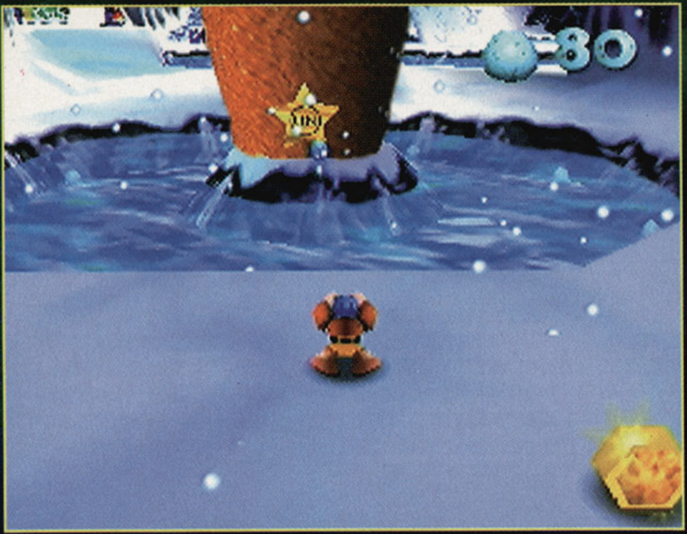
We wanted each of the worlds to have a unique look and the tasks/objectives for these worlds to be different from those on the previous world. The exploration/adventuring element was preferred over the faster-paced platform/skill element.

Scary: They did a good job with each of these elements, as you can see in the review of the game. The gameplay/graphics mix is almost perfect, as it was with Super Mario 64.

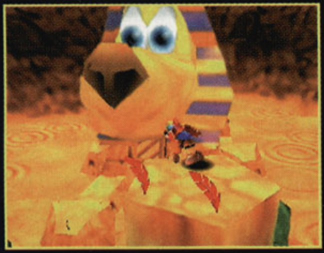
GP: Did the game turn out to be bigger than planned?

Rare: Because of memory constraints, the time available to finish the product, and polygons/sprites, every game that Rare has worked on has had to be scaled back a bit to make it run on the system. You also have to take into consideration that a computer system is able to display different models from the original thoughts of the designer, graphics team, and software engineers.

Scary: The game will seem big to most people, but casual gamers will find it very intimidating with its sprawling level design. Hardcore gamers (who like to brag) may finish the game more easily than most.



PROTIP: In Freezeezy Peak, help 10 lights reach the tree, then hit the star behind the tree with three eggs to light it up. Now fly through the star at the top of the tree (the launch point is near the tree).

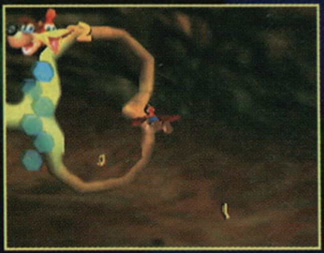


PROTIP: In Gobi's Valley, shoot an egg into each nostril of the Sphinx in order to open the gate below him.

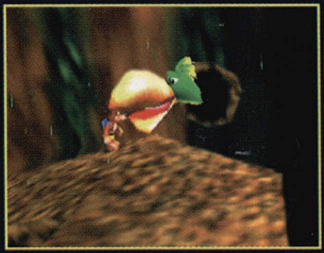
and detailed polygonal monsters that require a little more thinking in their disposal than Mario's did.

But Rare has also remained true to the classic style of Mario gameplay that made that title so famous. Banjo flies, floats, runs, and jumps through nine levels of mischievous gameplay that keep your fingers busy and your mind racing. You explore mysterious desert palaces, slide through chilly winter wonderlands, and wade through creature-infested swamps—all before you actually enter the levels. The game is layered so that mission objectives, such as collecting musical notes, rescuing allies, and opening doors, can be performed inside and outside the main levels. This makes the game more far-reaching and intricate than most platform pansies competing for gamers' dollars these days.

Multiple objectives will also keep you looking for hidden objects and secret rooms—and there's plenty of both. You must help out a whole army of Banjo-esque



PROTIP: In Clanker's Cavern, swim through the key underneath the mechanical shark three times, and he'll rise.



PROTIP: In Click Clock Wood, don't attack the first time the parrot appears, but after he's stuck his head out three times, go after him.

Fun Factor

5.0

Don't let the game's young look fool you—BK is a solid, deep, and entertaining 3D action game. If you're under the impression that Mario was the only great 3D action game for the N64, Banjo will change your tune.

Control

5.0

The camera angles are smoother and much easier to control than Mario's were. The two-sided gameplay mechanics between Banjo and Kazooie are flawless and fluid.

Sound

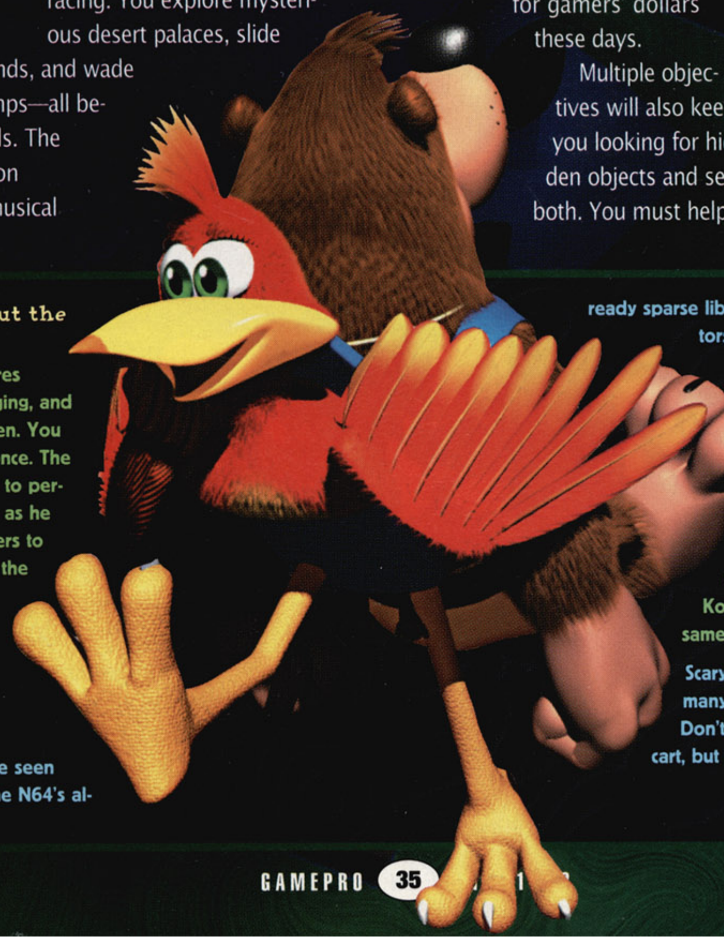
5.0

You'll bop to the music, and though the too-cute animal voices make no sense, they won't disturb your gameplay. Audio cues before monsters attack will keep you on your toes.

Graphics

5.0

Seamless, with virtually no breakup and rare instances of clipping, the game is constructed more solidly than Mario 64. Its backgrounds and enemies are true 3D models with awesome detail.



GP: What's innovative about the game?

Rare: To start, it has the best textures on the N64 to date, no forced fogging, and a high number of polygons onscreen. You can also control two characters at once. The worlds contain a multitude of tasks to perform, and Banjo learns his abilities as he plays. There are also more characters to interact with than in Mario 64, and the music fades more smoothly between sections.

GP: What do you wish you could have done better?

Rare: Produced the game faster.

Scary: We would have liked to have seen this one earlier in the year, too. The N64's already sparse library needs more games with 5.0 Fun Factors, and it needs them now.

GP: Who is the game's target audience?

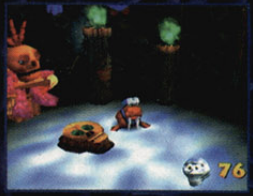
Rare: The game has been designed to offer something to gamers of all ages, from preschool children up to adults. The cartoon flavor and general humor was very much preset: The senior members of the team all worked on Donkey Kong Country and were keen to re-create the same balance of comedy, cuteness, and fun.

Scary: When they see Banjo for the first time, many gamers will think it's a children's game. Don't be fooled–Banjo's wrapped like a kiddie cart, but inside is a fantastic action game.

continued ▶

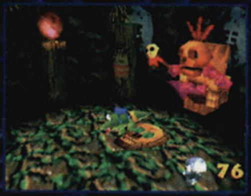
As The Banjo Turns

Walrus



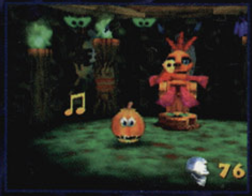
In the ice levels, Banjo can turn into a walrus, letting him brave the cold waters without harm. He also needs to find another walrus who has a puzzle piece hidden in his lair.

Alligator



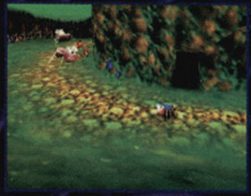
As the alligator, you can swim through the water around Bubble Gloop Swamp and you won't be eaten by piranha.

Pumpkin



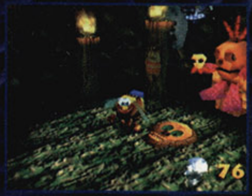
The pumpkin is defenseless, but you can hide in its tiny nooks and crannies.

Ant



The only way to exit the first level is to have Mungo turn you into an ant. Then after you exit Mungo's hut, enter the anthill to the right. You can now climb the slope to the top.

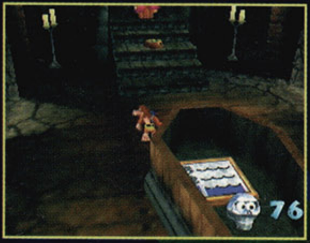
Bee



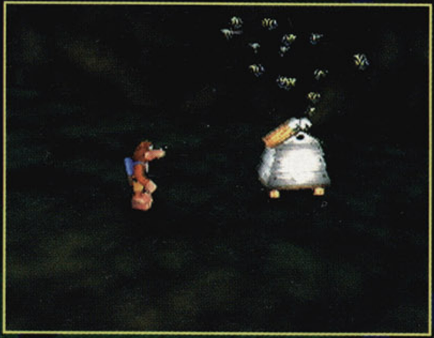
The flesh-eating plants won't close around the bee. Fly to the top of the tree near Mumbo's hut and you'll find a puzzle piece on top of the plant.

buddies who need you, from a set of Christmas lights who just want to find a tree to a weeping pirate who wishes to retrieve his booty (as in gold, gutter-brain).

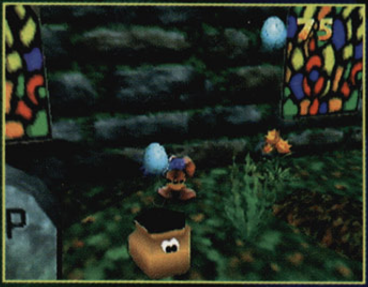
With the help of your feathered sidekick (who remains in your backpack, but comes out whenever you need him), you're put on a full course of fantastic fun which you'll never forget. Banjo is a bearish keeper, one of the best games for the N64, and a true modern classic. G



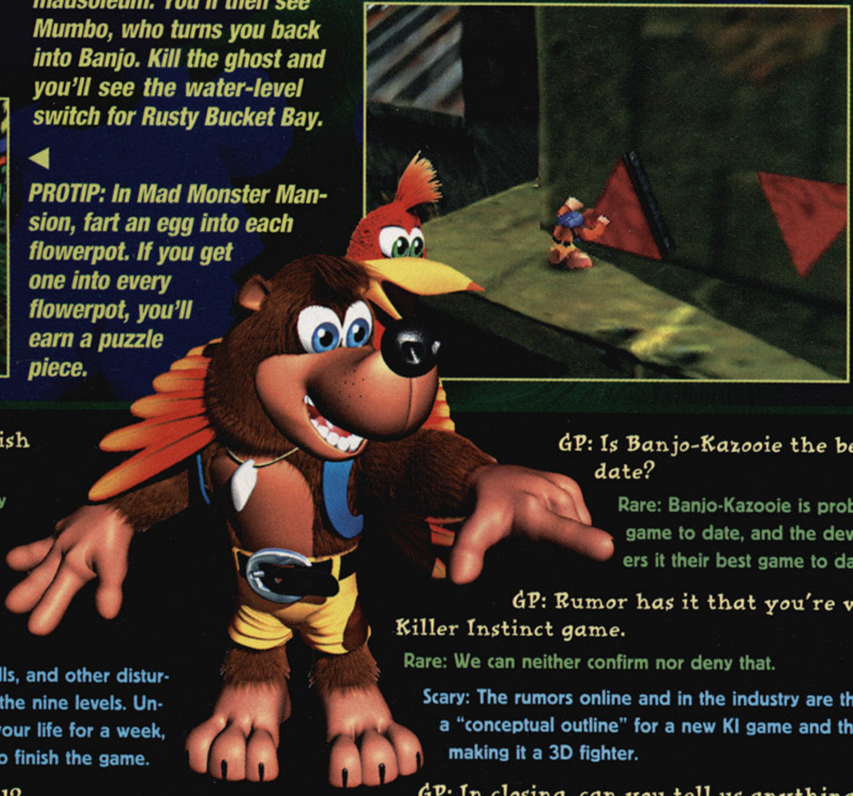
PROTIP: In Mad Monster Mansion, turn into a pumpkin, go through the gate behind the graveyard, and enter the mausoleum. You'll then see Mumbo, who turns you back into Banjo. Kill the ghost and you'll see the water-level switch for Rusty Bucket Bay.



PROTIP: In the later levels, the beehives are no longer a safe source of honey power-ups. They're now guarded by angry bees that pursue you if you break the hive.



PROTIP: In Mad Monster Mansion, fart an egg into each flowerpot. If you get one into every flowerpot, you'll earn a puzzle piece.



PROTIP: In Rusty Bucket Bay, dash into the Up arrow on this platform, and you'll raise the cage around the puzzle piece, but be careful—it's timed!

GP: How long does it take to finish the game?

Rare: From a cold start—without a strategy guide or previous knowledge of the game—an average player will probably take at least 30-plus hours to finish BK completely.

Scary: It took us two eight-hour days (including interruptions, meetings, phone calls, and other disturbances, mind you) to get through two of the nine levels. Unless you unplug the phone and give up your life for a week, it'll probably take you around 40 hours to finish the game.

GP: Are you working on a sequel?

Rare: If Banjo-Kazooie is a success, then a sequel will certainly be considered.

Scary: You can bet that if Nintendo's hoping to develop Banjo as a mascot character like Mario and Donkey Kong, there's a good chance of a sequel.

GP: Is Banjo-Kazooie the best Rare game to date?

Rare: Banjo-Kazooie is probably the biggest Rare game to date, and the development team considers it their best game to date.

GP: Rumor has it that you're working on a new Killer Instinct game.

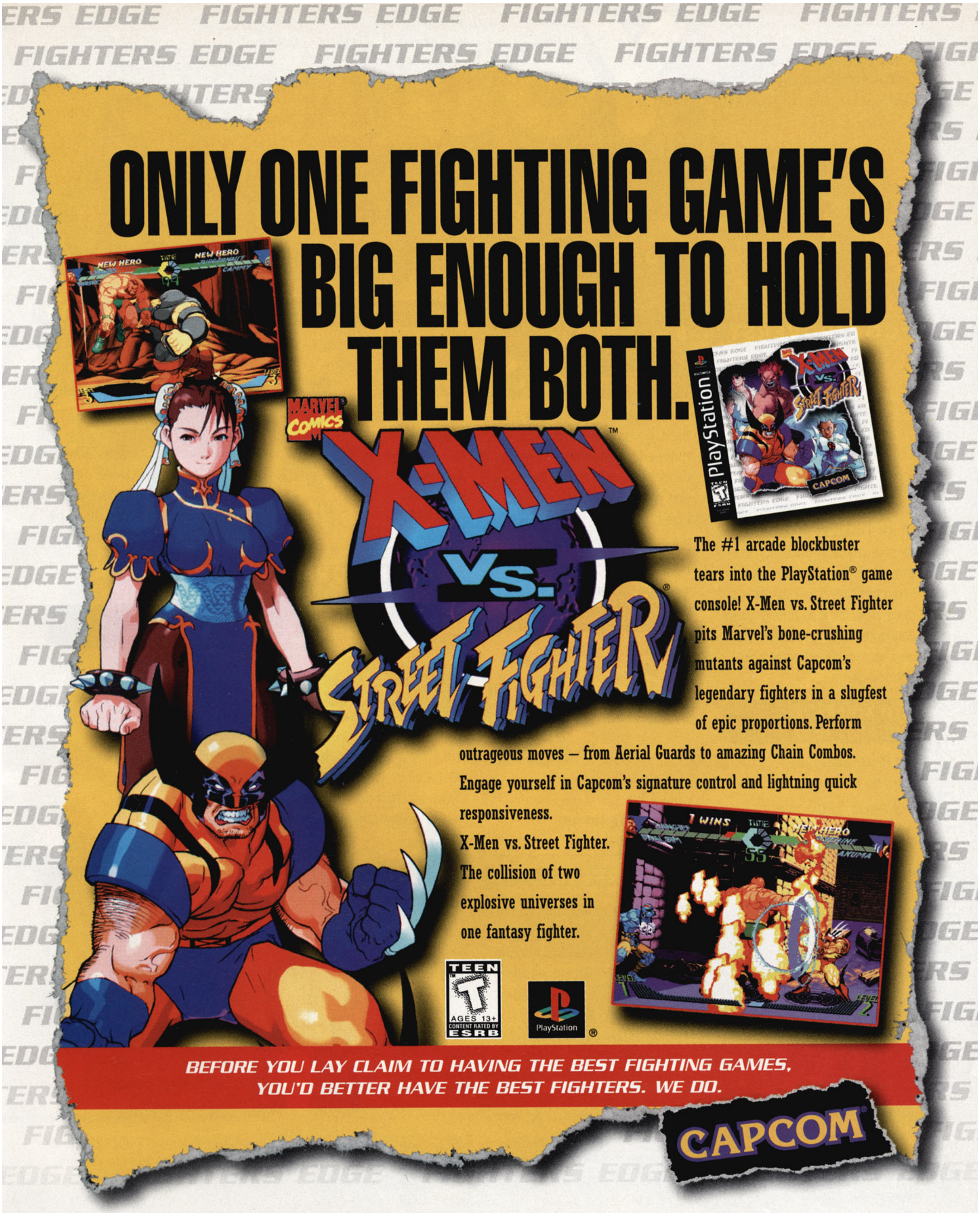
Rare: We can neither confirm nor deny that.

Scary: The rumors online and in the industry are that Rare is developing a "conceptual outline" for a new KI game and that they're considering making it a 3D fighter.

GP: In closing, can you tell us anything about the new "It's-Not-GoldenEye-It's-Better" game?

Rare: Yes, it's not the Bond license anymore, but it will be better than GoldenEye. Look out for something special at E3 [the industry show held May 28-30].

Scary: We heard that Rare didn't want to shell out the cost of the Bond license or go through the hassle of getting everything approved through MGM.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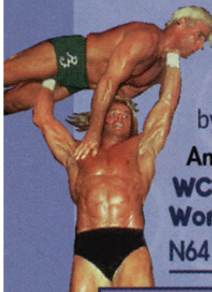
You Have Spoken!

BEST FIGHTING GAME

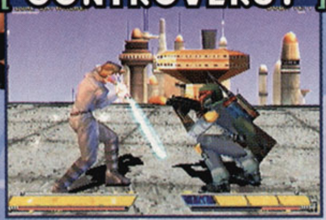
3rd Place: Masters of Teräs Käsi (PlayStation) by LucasArts



2nd Place: Soul Blade (PlayStation) by Namco

And the winner is...
WCW vs. NWO: World Tour
N64 by THQ

CONTROVERSY



The controversy in this category was that Masters of Teräs Käsi, which a majority of the editors dissed, made it into the final three. It proves that you should listen to Scary Larry. Another surprise was that a wrestling game was voted into first place, thus legitimizing wrestling as a real fighting genre.

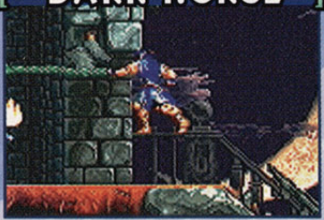
BEST ACTION/ ADVENTURE GAME

3rd Place: Blast Corps (N64) by Nintendo

2nd Place: Castlevania: Symphony of the Night (PlayStation) by Konami

And the winner is...
Tomb Raider II
PlayStation by Eidos

DARK HORSE



Tomb Raider II was an easy pick, Blast Corps was surprising, but most editors had little hope for Castlevania, which snatched second place honors. Major Mike, however, was a proponent of the game, insisting that it would make the ballot. He's very proud.

BEST DRIVING/ RACING GAME

3rd Place: Super Mario Kart (N64) by Nintendo

2nd Place: San Francisco Rush (N64) by Midway

And the winner is...
Diddy Kong Racing
N64 by Nintendo

SURPRISE!

Although all the editors agreed that Diddy Kong Racing was the best of the year, we were surprised that the other two positions were filled by N64 games. Pretty good for a system that people characterize as too slow.

BEST VEHICLE SHOOTER

3rd Place: Ace Combat 2 (PlayStation) by Namco

2nd Place: Colony Wars (PlayStation) by Psygnosis

And the winner is...
StarFox 64
N64 by Nintendo

DARK HORSE

Ace Combat 2 beat out Nuclear Strike by a wisp of wind for third; Colony Wars looked awesome, but StarFox beat out the second-place winner by almost 400 votes.

BEST CORRIDOR SHOOTER

3rd Place: Codename: Tenka (PlayStation) by Psygnosis

2nd Place: Turok: Dinosaur Hunter (N64) by Acclaim

And the winner is...
GoldenEye 007
N64 by Nintendo

SYNCHRONICITY

Turok was predictable, Tenka was a surprise, but there wasn't an editor on staff who didn't believe that GoldenEye was the best corridor shooter ever made. We knew you'd agree with us.

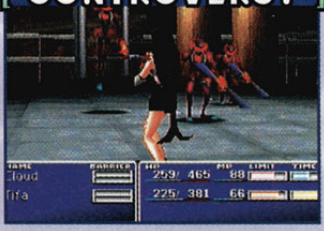
BEST ROLE-PLAYING GAME

3rd Place: Wild Arms (PlayStation) by Sony

2nd Place: Alundra (PlayStation) by Working Designs

And the winner is...
Final Fantasy VII
PlayStation by Sony

CONTROVERSY



Many editors thought that Final Fantasy VII was great, but definitely over-hyped. Some of our other favorites included Dragon

con • tro • ver • sy *n. plural* **-sies** — **1.** A dispute, especially a public one, between sides holding opposing views. **2.** To bicker, argue, and bruise a few *GamePro* editors' egos by not picking games we like. [*ME controversie < Latin controversia< controversus:* disputed: *contra* = part, *vertere*, to turn.]

dark • horse *n.* — **1.** One who achieves unexpected success, typically as a nominee at a party's convention. **2.** A come-from-behind, "You're kidding me" entrant.

We've read the results, pondered the polls, ferreted through the faxes, and compiled the computer sheets to hear your voice in the 1998 Readers' Choice Awards!

By Scary Larry and Four-Eyed Dragon

Force, Alundra, and Wild Arms, the latter two running a very distant second and third, with a gap of over 900 points.

BEST SPORTS GAME

3rd Place: NFL Quarterback Club '98 (N64) by Acclaim

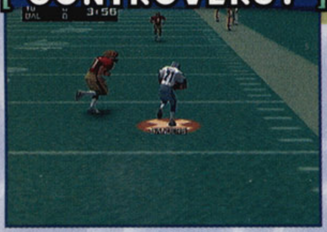
2nd Place: Madden 64 (N64) by Electronic Arts

And the winner is...

NFL GameDay '98

PlayStation by Sony

CONTROVERSY

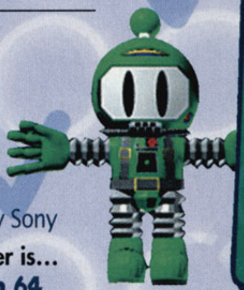


Quarterback Club was not greeted with open arms by the *GamePro* sports department, who predicted that Favre and company would not do well in the video game market...but we also picked the Pack over the Broncos in the Super Bowl. Strong sales and a third-place Readers' Choice Awards showing have definitely proved us wrong.

BEST PUZZLE/ STRATEGY GAME

3rd Place: Command and Conquer: Red Alert (PlayStation) by Westwood Studios

2nd Place: PaRappa the Rapper (PlayStation) by Sony



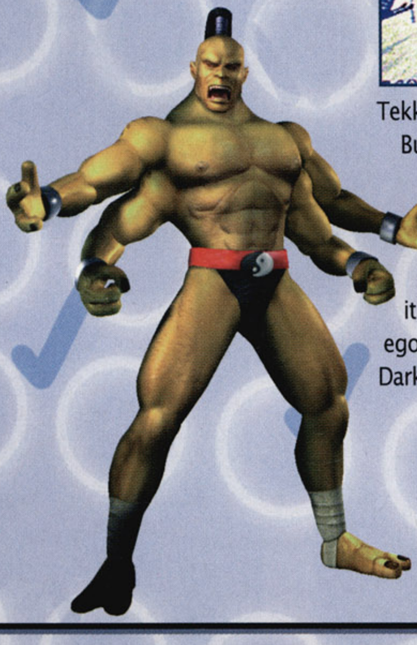
And the winner is...

Bomberman 64

N64 by Nintendo

SURPRISE!

Ya gotta believe...and ya gotta be kidding! We had no idea Bomberman 64 was so popular, and that the rappin' PaRappa would be taking second. It was another close one, though!



Mix and Match: The Editors Speak

Okay, you've had your chance to vote, now see what the GamePro *editors have to say about the best of the year!*

BEST GAME OF THE YEAR

3rd Place: Quake II (PC)

2nd Place: NFL Blitz (Arcade)

Winner: GoldenEye 007 (N64)

MOST INNOVATIVE GAME OF THE YEAR

3rd Place: Tied—Bushido Blade (PlayStation), Abe's Oddysee (PlayStation)

2nd Place: Poy Poy (PlayStation)

Winner: PaRappa The Rapper (PlayStation)

BEST ARCADE GAME

3rd Place: Alpine Racer 2 by Namco

2nd Place: Tekken 3 by Namco

And the winner is...

Mortal Kombat 4

by Midway

DARK HORSE

Tekken 3, of course; MK 4, okay. But how do you guys figure Alpine Racer 2 beats out all of Capcom's arcade fighters and NFL Blitz? As a matter of fact, how did it beat out anything? This category should get two ribbons: Dark Horse and Surprise!

BEST CONSOLE GAME OF 1997

3rd Place: Tomb Raider II

2nd Place: GoldenEye 007

And the winner is...

Final Fantasy VII

PlayStation by Sony

We're not worthy! Although it's a great game, Final Fantasy VII couldn't even place in our editor awards (see the sidebar, "Mix and Match"); nevertheless, you, the readers, have spoken. Although we don't want to add to the hype, the results clearly show that RPGs are coming into their own—and will probably be bigger than ever in the coming year. **G**

syn ▪ chro ▪ nic ▪ i ▪ ty *n., plural* **-ies** — **1.** The state or fact of being simultaneous or synchronous. **2.** The sense of knowing that your readers think like you. Kinda Scary, ain't it?

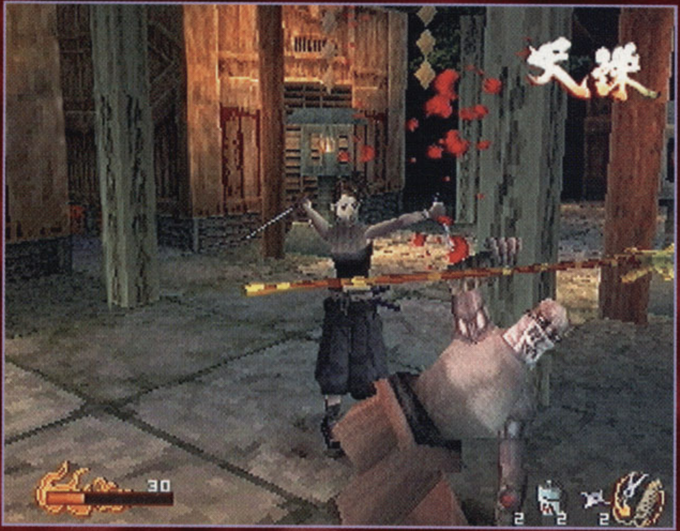
sur ▪ prise also **sur▪prize** —*tr. v.* **-prised, -pris ▪ ing, -pris ▪ es** — **1.** To encounter suddenly or catch unawares. **2.** To make an editor scratch his head in disbelief.

Sneak Previews

Tenchu

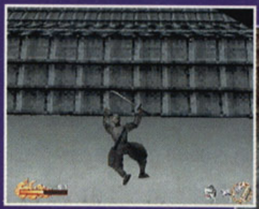
PlayStation

By Major Mike



Tenchu features some of the bloodiest battles ever on the PlayStation. Will the violence make the final U.S. cut? Find out when Tenchu hits the States this fall.

Coming To America

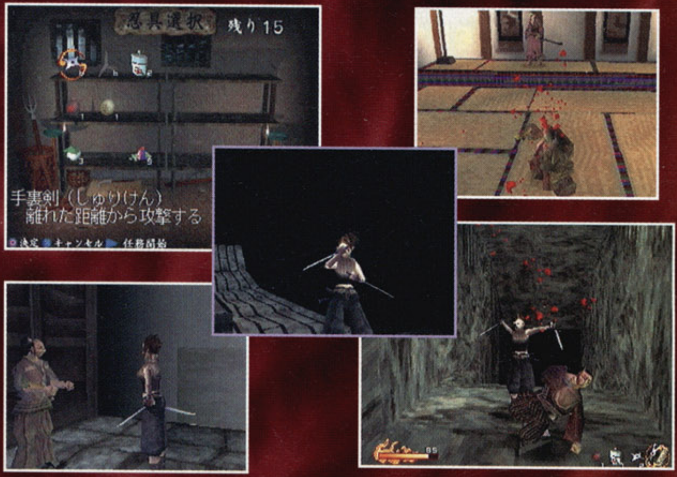


Once feared to be an import-only title, Tenchu, the 3D action game, will make its way to the States this fall. Stealth and quick reflexes are the name of this game, as you guide one of two ninjas through several levels filled with traps, enemy ninjas, attack dogs, fire-breathing freaks, bosses, and more!

Developed by Acquire
Published by Activision
Available now in Japan
100% COMPLETE

Good Kill Hunting

Tenchu combines the brutal bloodletting of Bushido Blade with the cunning strategy of Tomb Raider. To advance successfully through the game, you'll need to sneak up on your adversaries, getting close enough to slit their throats or disembowel them. Otherwise, if you attempt to tackle your foes head-on, you risk being quickly cornered and slashed to shreds.



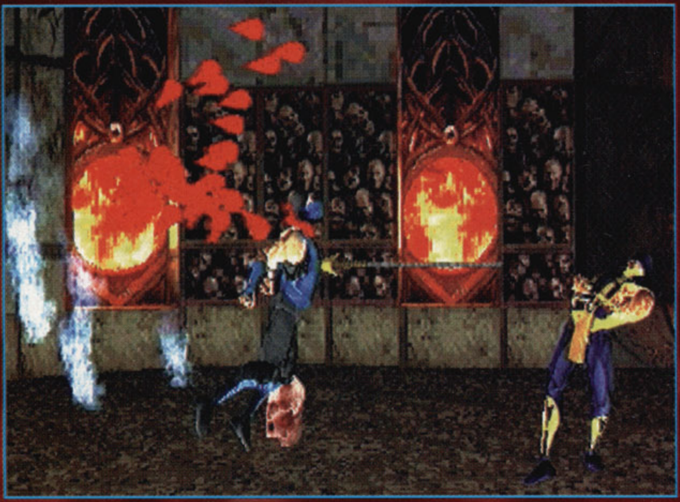
Wealth of Stealth

In Tenchu, you choose between two ninjas: Rikimaru, who causes major damage to enemies but is slow, and Ayame, who is lightning-fast but inflicts less damage. Each character carries a weapon and a grappling hook (which are permanent parts of their inventory), but you can find additional items, such as bombs, throwing stars, and spiked jacks.

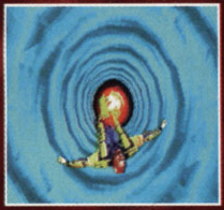
PlayStation

By Dan Elektro

MORTAL 4 KOMBAT

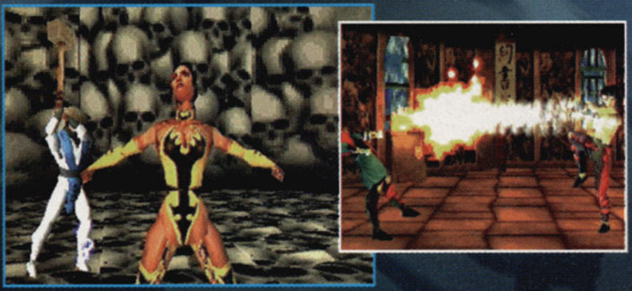


Good news, Mortal fans! The powered-up PlayStation port of Mortal Kombat 4, Revision 3 looks and plays better than expected. Can it challenge Tekken 3 for the fighting throne?



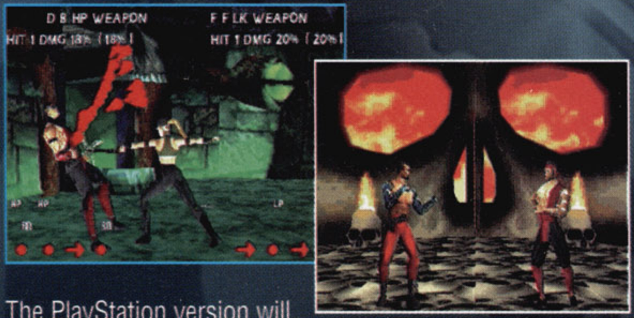
QUAN CHI WINS

To Die 4



It's a good sign when *GamePro* editors walk into a room, see MK4 running on a TV and ask, "This is PlayStation?" Midway's really doing an excellent job re-creating the arcade game's look; all 15 characters feature high-resolution textures and cool visual effects, such as Johnny Cage's powerballs and Raiden's lightning bolts. The beta's missing voices, and there are lots of obvious work-in-progress graphic glitches, but MK4's clearly on the path to success.

Old Friends...And Fiends



The PlayStation version will contain two new arenas—the Ice Pit and the Skull—as well as Tag-Team, Endurance, and Practice modes. The best addition so far, however, is a special guest that fans have been asking for since the first Mortal Kombat: Goro! The four-armed menace finally returns, but it's unclear whether he'll be a playable character or merely a boss. Count on other familiar Mortal faces to drop by as surprise guests, too.

Speed Demons

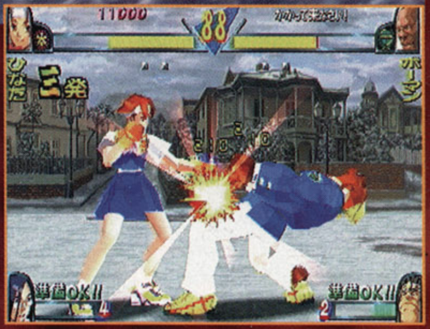
If you've been disappointed with the speed of 3D fighting games on the PlayStation, MK4 will be a welcome surprise. The early version we played was unbelievably fast, and there's still time to fix the slowdown that occurred when special effects like smoke or blood were onscreen. And even if the overall speed is reduced during the adjustments, it'll still be on track to match the arcade version's blistering pace.

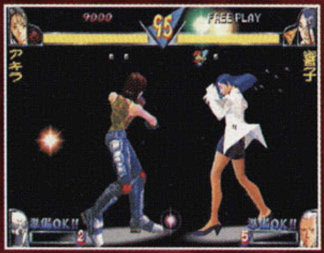
Developed by Eurocom
Published by Midway Home Entertainment
Available June
60% COMPLETE

JOHNNY CAGE WINS

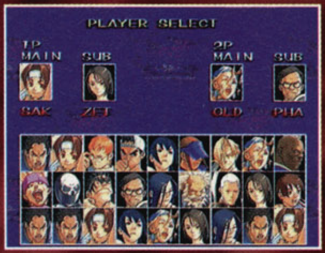
Rival Schools

PlayStation

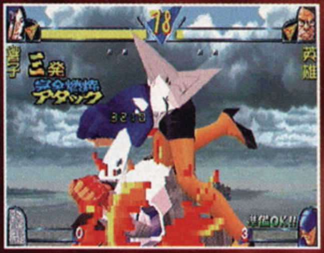


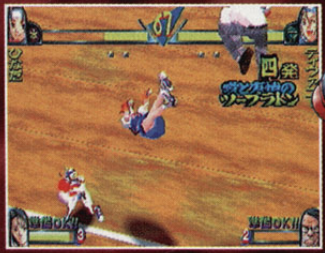


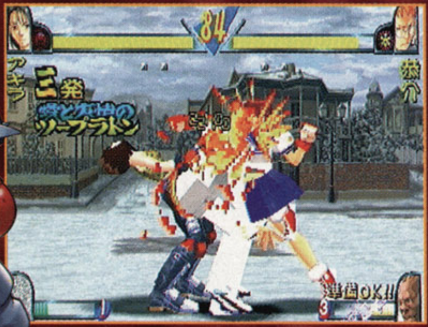
Polygon fighting gets fast and furious in Rival Schools, a 3D fighting game with a Street Fighter EX Plus look. Rival embellishes the standard fighting-game format by allowing you to pick a team of two fighters. At certain points during the match, your brawling partner can be summoned onscreen to combine their powers and perform a Team-Up Technique that'll put a serious hurtin' on your opponent. Aside from this new feature, Rival is filled with combos, two-in-ones, and counter moves that should keep fighting fanatics bustin' heads for hours. Rival Schools' ass-whuppin' session begins this September.—*Major Mike*

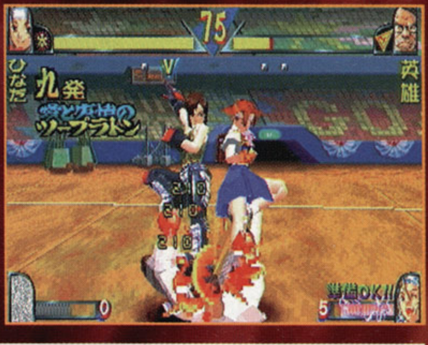


Developed and published by Capcom
Available September
60% COMPLETE



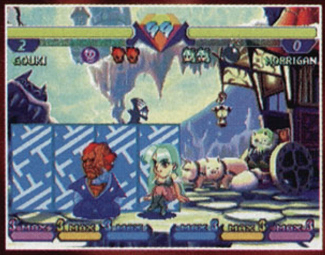


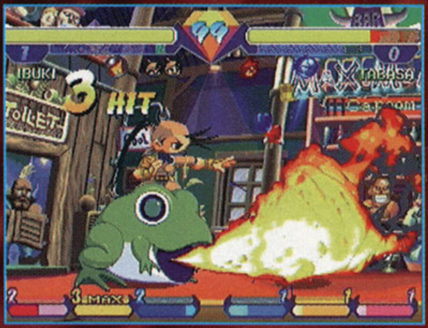




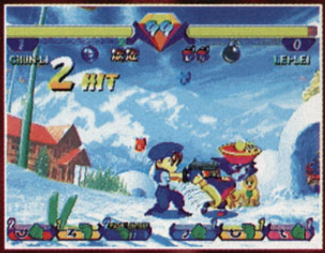
Pocket Fighter

PlayStation

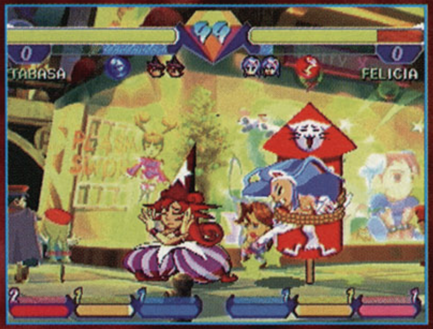


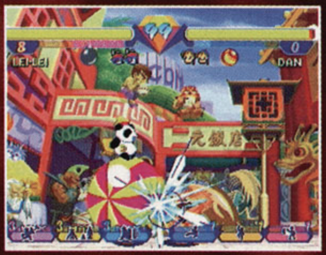


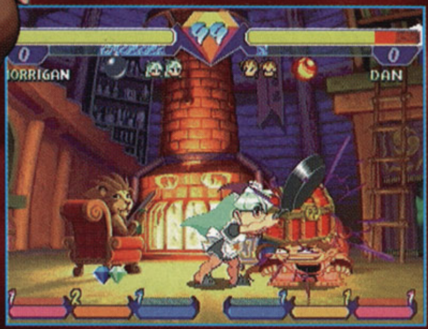
The pint-sized pugilists from Super Puzzle Fighter II Turbo have broken out of their block-dropping contests and taken to Pocket Fighter's one-on-one fighting arena. Despite its juvenile appearance, Pocket is a very fast and very fun fighting game, complete with super moves and combos. Ten fighters fill its lineup, with characters from the Street Fighter series, Darkstalkers, and WarZard (which never made it to the U.S.). The controls in this preview version were very responsive, holding up beautifully, and the colorful 2D sprite graphics suffered no slowdown. In fact, this could be one of the best 2D Capcom fighting games ever to hit the PlayStation.
—*Major "Mini Mix" Mike*



Developed and published by Capcom
Available June
70% COMPLETE

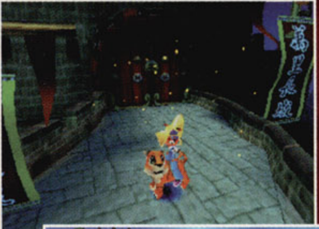


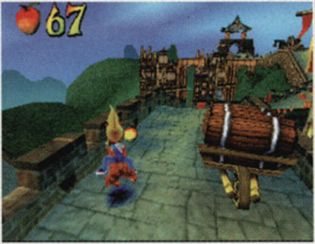


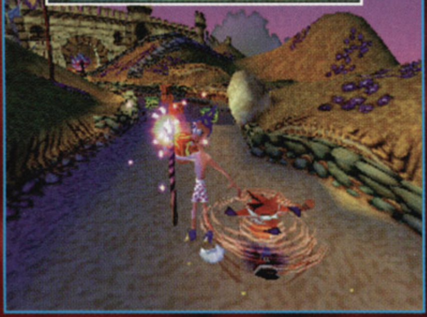


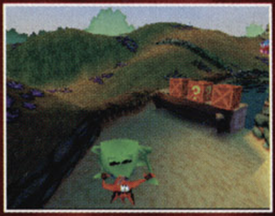
Crash Bandicoot 3: Warped

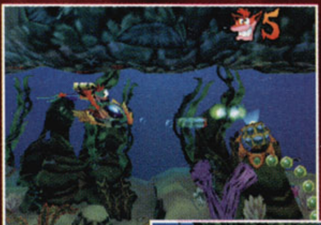
PlayStation

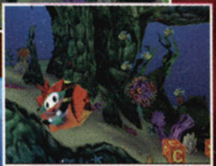


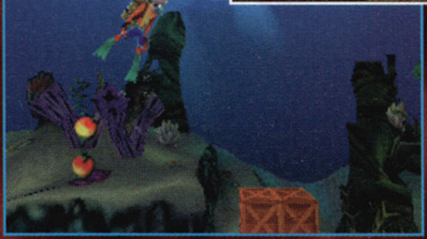








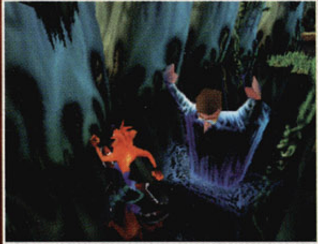


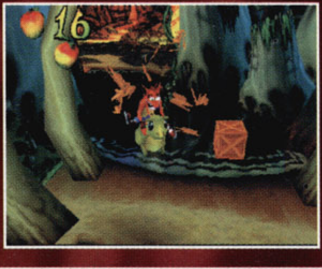


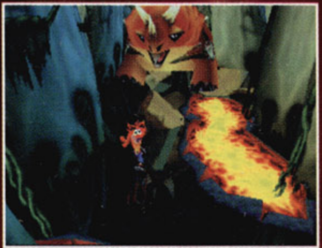
Sony's number-one trademark hero crashes onto the PlayStation once again. This time around, Crash travels through time with his little sister, Coco, as they battle the ever-scheming Dr. Neo Cortex. Bigger environments, additional moves, and a new cast of characters round out this third installment in the Crash Bandicoot series. Crash 3 will also be compatible with the new Dual Shock Controller, which means your hands will be rumblin' and shakin' to Crash's every move. These early images show there's a lot of depth and promise to this strong franchise. *—Four-Eyed Dragon*

Developed by Naughty Dog
Published by Sony
Available November

30% COMPLETE

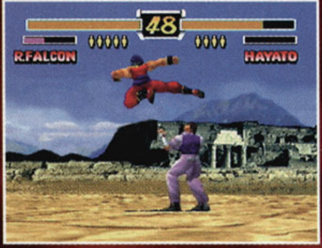


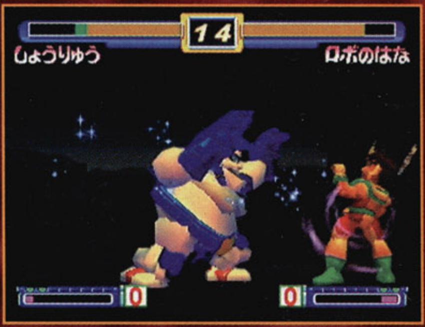


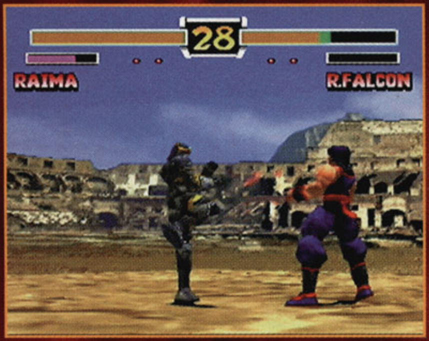


Flying Dragons

Nintendo 64

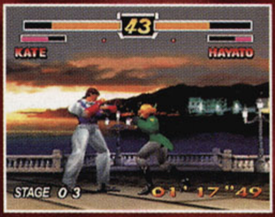


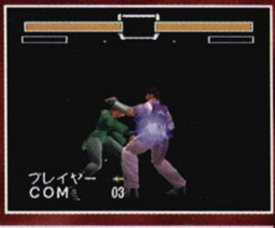


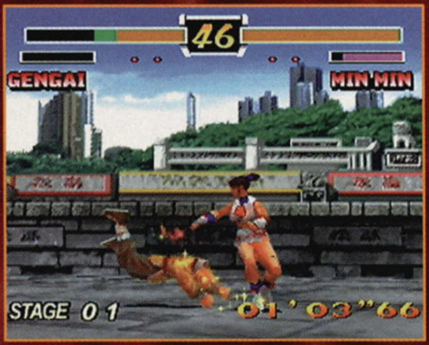


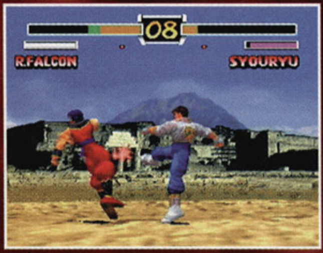
In Japan, Natsume is battling for Nintendo 64 mindshare with its first N64 fighting game, Flying Dragons. This head-to-head fighter features at least four basic competitive modes, including Circuit, Versus, Tournament, and Team. You can play with eight Super Deformed Japanese-style cartoon characters, or eight other combatants modeled in the more familiar 3D style of Tekken-like games.

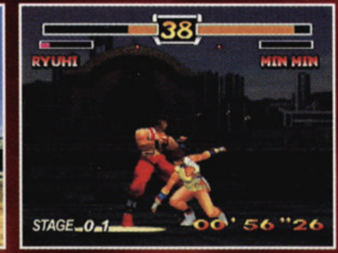
Dragon combatants will build up abilities as they progress through the game and earn credits for their performances, which they can cash in for weapons, defensive gear, or special moves. Natsume is also hoping Dragons will take the Digimon fad a step farther: You'll be able to save your fighters on standard N64 memory carts, then match them against your friends' best fighters with either you or the A.I. at the controls. Given the sparse field of N64 fighting games, Flying Dragons could heat things up.*—Atomic Dawg*











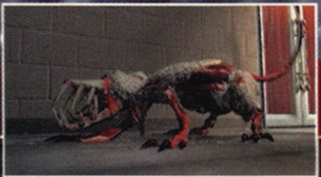
Developed and published by Natsume
Available now in Japan

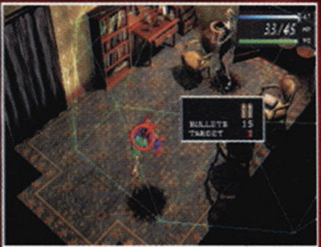
100% COMPLETE

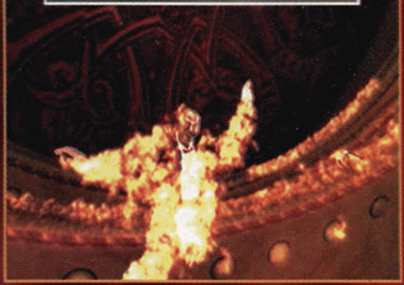
Parasite Eve

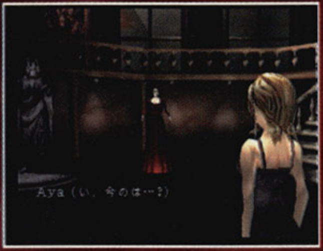
OVERSEAS

PlayStation





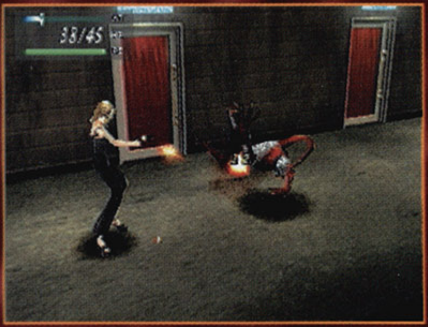


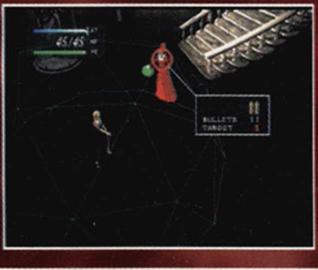


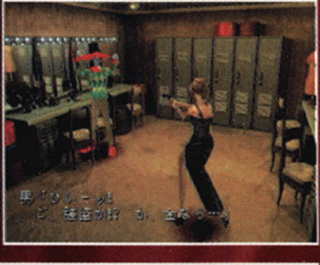
Square wants to take you on a head-bangin', psychedelic, mutation-filled thrill ride, adding a few recognizable elements to ensure that you'll stay for the duration. Square's newest game, Parasite Eve, is a tripped-out cross between Resident Evil and Final Fantasy VII, utilizing some RPG elements—such as upgradeable weapons and armor, as well as the ability to increase your standings via battle experience—but favoring sure-shot gun-blasting mayhem: the cup definitely runneth over with combat-oriented, turn-based fighting. Fans of Square games (and action/RPGs) should start clamoring now for this conversion, which has already been released in Japan. Sony will be making a huge mistake if it doesn't bring out this stylish, creepy game in the U.S. *—Scary Larry*

Developed by Squaresoft
Published by Square USA
Available now in Japan

100% COMPLETE



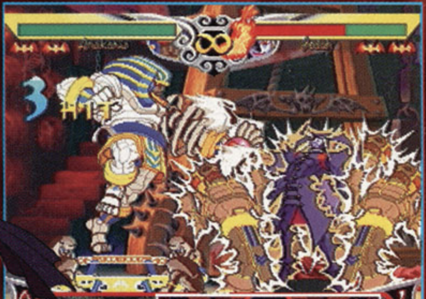


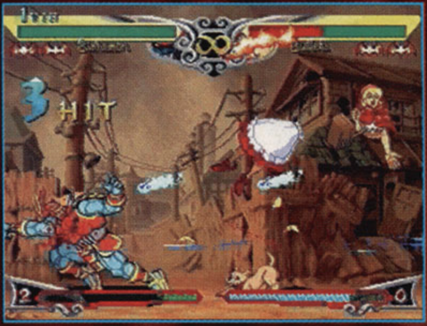


Vampire Savior: The Lord of Vampire

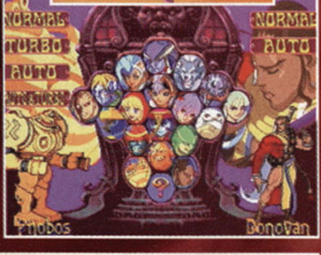
OVERSEAS

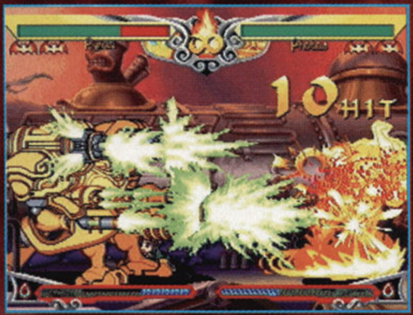
Saturn

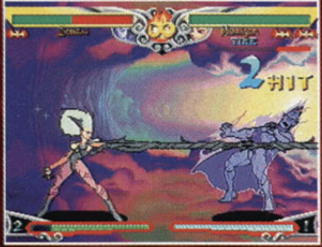




The latest in the Darkstalkers fighting-game series, Vampire Savior is one of the best arcade-to-home translations of a 2D Capcom combat game yet. Like X-Men vs. Street Fighter, Savior uses the 4-meg RAM cart for superb animation, lightning-fast graphics, and no load times. The biggest plus of this home version, though, is the three additional characters, Donovan, Pyron, and Phobos, who weren't in the arcade version, making for a grand total of 18 fighters. If you own a Japanese Saturn, Savior is worth the price and the hassle to find it—this is one Saturn title that you won't see stateside. However, a PlayStation version, Darkstalkers 3, is set to hit the U.S. this fall.*—Major Mike*

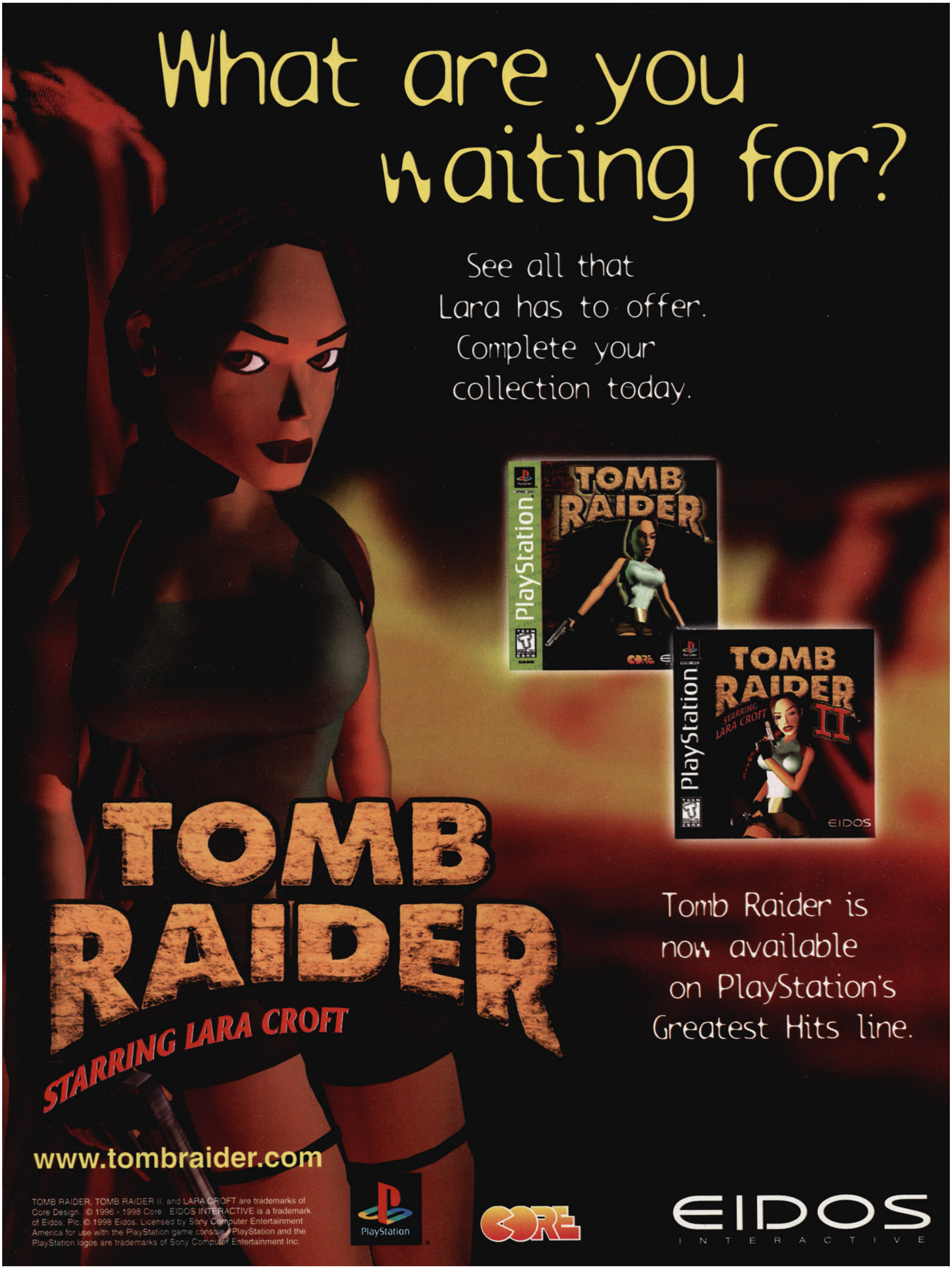






Developed and published by Capcom
Available now in Japan

100% COMPLETE



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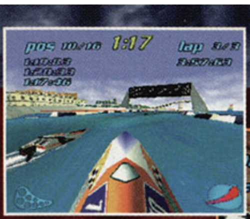
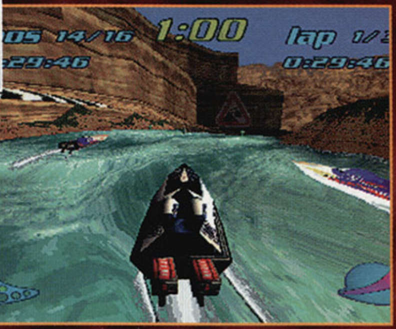
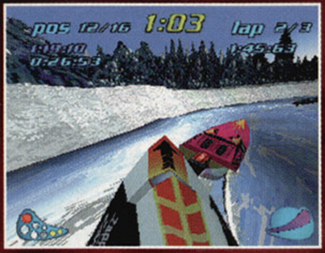
PlayStation

CORE

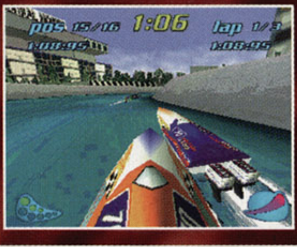
EIDOS
INTERACTIVE

Turbo Prop Racing

PlayStation

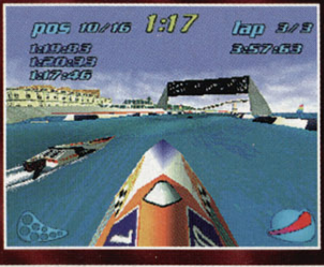
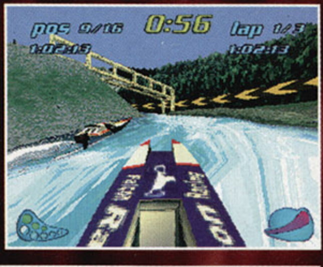




Tired of tearing down the same concrete highways? Sony wants PlayStation race maniacs to experience the high-speed thrills of waterway speed sport in Turbo Prop Racing. In one of 10 turbo-fueled watercraft, you'll pound through the choppy waters of Alaska, the shallow, sandy beaches of Miami, and the dangerous river waterways of Arizona. With changing weather conditions, hyper-realistic wave effects, and the challenge of jumping ten-foot waves, Turbo Prop looks ready to deliver excitement to water jockeys everywhere. —*Scary Larry*



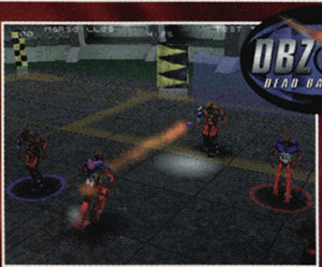
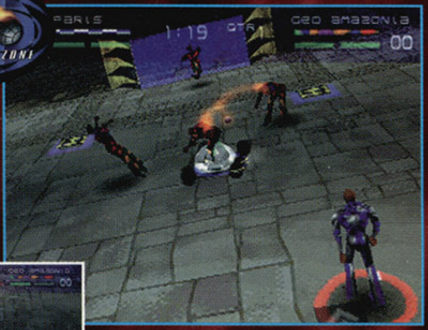
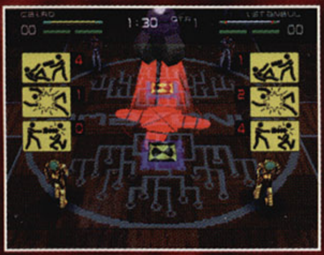
Developed Sony Computer Entertainment Europe
Published by Sony
Available Summer '98

80% COMPLETE

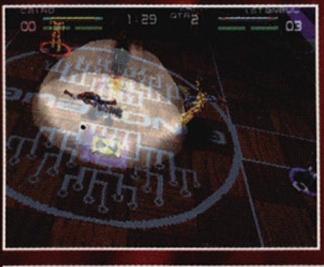



Dead Ball Zone

PlayStation

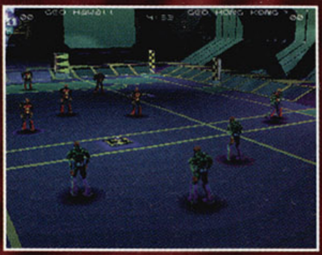




GT Interactive is entering the cybersports arena with Dead Ball Zone, a futuristic sports game where the stakes are definitely high—you pay with your limbs or your life. Dead's a cross between hockey, soccer, and football, centering the action around your eight-man team, which you'll need to train in areas such as jumping, shooting, and groin-kicking. DB's also loaded with cool power-ups (including chain saws, guns, and bombs) that you'll be able to use in competitive "geospheres" within cities like Thailand, San Francisco, India, and Amazonia. The league rule here is: There are no rules. —*Scary Larry*



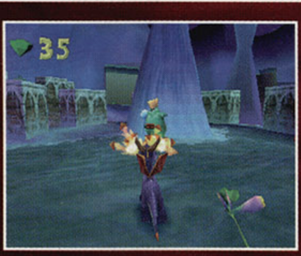
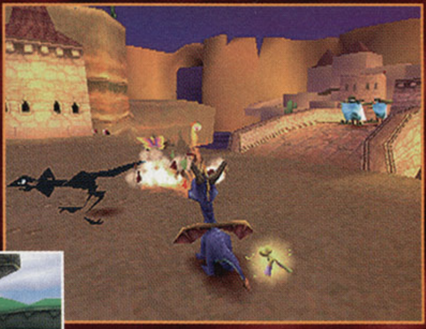
Developed by Rage Software
Published by GT Interactive
Available June

80% COMPLETE

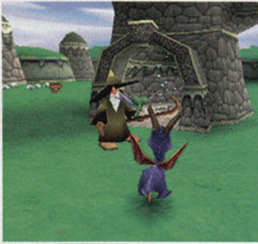
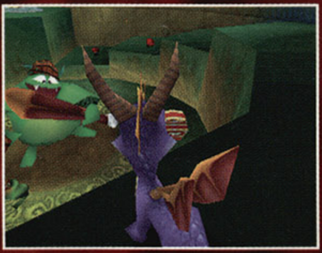


Spyro the Dragon

PlayStation

The N64, with games like Yoshi's Story in its library, is no longer the only haven for the terminally cute: Now Sony has a young-looking dinosaur game called Spyro the Dragon that places you firmly in the fantasy-filled world of the Gnasty Gnorc (gnive me a break). The 30+ worlds will be filled to the brim with dragon families, hidden kingdoms, and humorously nasty enemies. As Spyro, you'll be able to fly, roll, glide, flame, and charge your way through the game. Looking for a little wind beneath your wings? Try Spyro when it debuts in September. —*Scary Larry*

Developed by Universal Interactive and Insomniac Inc.
Published by Sony Computer Entertainment
Available September

30% COMPLETE

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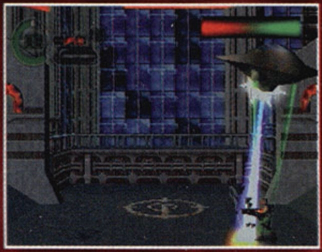
FIRST LOOK

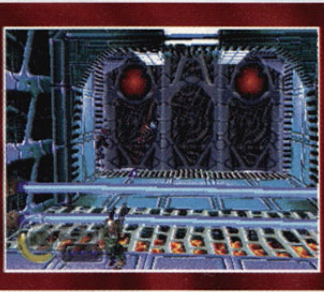
C: The Contra Adventure

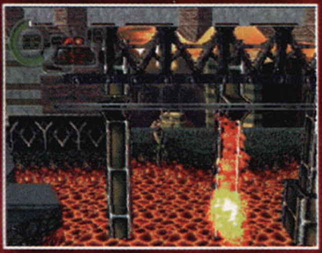
PlayStation

Not wanting to let a great long-running series pass the 32-bit system by, Konami has created another Contra game for the PlayStation (even after the disappointing Contra: Legacy of War). By trying to combine the classic Contra gunning style with a 3D look, Contra Adventure winds up being a cross between the Super NES Contra III: Alien Wars and The Lost World—small 3D sprites erupting in fantastic, larger-than-life backgrounds. The good thing so far is that Contra plays somewhat like Contra III, but looks a little sharper. There are also cool 3D Tomb Raider–ish levels where the action gets intense. Contra fans, the perfect mix of gameplay and graphics could be near. —*Scary Larry*

Developed by Appaloosa Software
Published by Konami
Available August
70% COMPLETE







HANDS-ON

Elemental Gearbolt

PlayStation

CREDIT 1
PUSH ANY BUTTON

In order to diversify its lineup, Working Designs has developed a gun game with a very RPG–ish feel. Elemental Gearbolt is a fast-paced, well-constructed shooter that pits you against a vast army of flying, running, ass-whupping enemies. When you go gunning for a slew of monsters (and some end-level bosses), you'll have to choose one of your three elements to use against them. Quick thinking and even quicker fingers will save the day. —*Scary Larry*

Developed and published by Working Designs
Available June
90% COMPLETE

HANDS-ON

Jersey Devil

PlayStation

Although this game hasn't changed much since we previewed it (see "Sneak Previews," August '97), the league it's trying out for has. With the arrival of substantive 3D contenders for the PlayStation, like Croc, Crash Bandicoot 2, and Blasto, Jersey Devil must now prove itself worthy. Thanks to its loud graphics, cartoon-flavored soundtrack, and little-league gameplay (the game looks and plays to a much younger audience), it still has a chance. —*Scary Larry*

Developed by Behaviour
Published by Sony
Available July
70% COMPLETE

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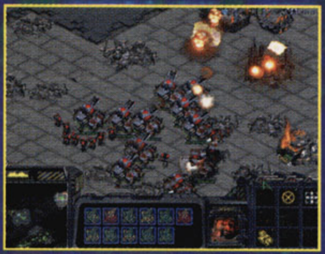
PC GamePro REVIEW

STARCRAFT

Win 95
By Boba Fatt

Similar to the frenzied wait for Mario 64 and Resident Evil 2, the anticipation for StarCraft reached mythical proportions during its two-year development. Does the follow-up to WarCraft II deliver the goods? Absolutely.

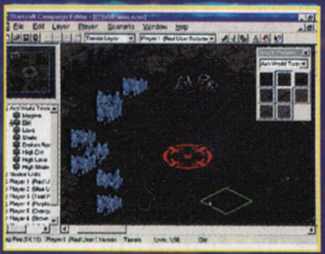


PROTIP: Here's a good recipe for Terran domination: Use a platoon of siege tanks covered by Goliaths, and a Science Vessel for air support; next, move your tanks into an enemy camp, put them in Siege mode, and watch the destruction.

Star Wars

In StarCraft, three unique races vie for absolute intergalactic power: the Terrans, a humanoid ragtag fleet; the Zerg, a bug-type infestation tribe reminiscent of the villains in the *Alien* films; and the Protoss, a slow but powerful community of conquerors.

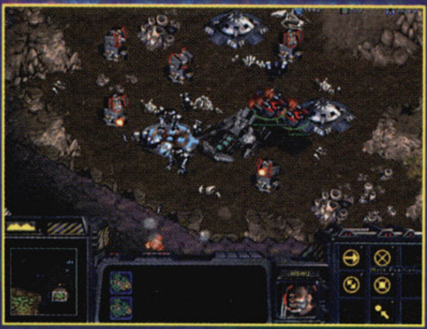
StarCraft offers three solo campaigns, each consisting of 10 missions. Players start as the Terrans, then proceed to the more difficult Zerg and Protoss episodes. The story line is compelling, and the plot points actually occur during gameplay, as do the cut scenes. The strong, varied single-player game contains survival, reconnaissance, and domination missions. However, because the scenarios begin easy and become extremely difficult, the lack of a difficulty setting is quite troublesome.



PROTIP: To learn the intricacies of StarCraft's map design, start by editing a pre-existing map: It has all of the necessary resources already in place.

Rolling Into Battle

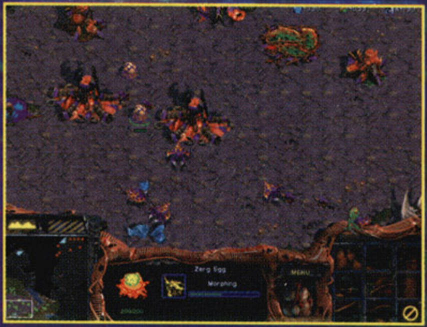
StarCraft's visuals aren't much better than WarCraft II's; nor does the complacent music match its predecessor's pounding combat drums. However, StarCraft's special effects—from the lighting to the explosions to the enhanced voices—immerse you in the thick of battle.



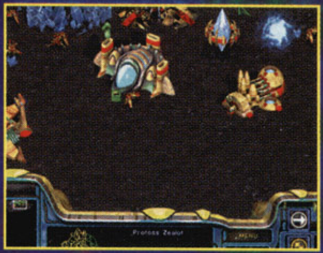
PROTIP: In the sixth mission of the Terran campaign, don't try to take on all of the Zerg Spore Colonies. Instead, use Goliaths to clear a thin path to the downed Norad II ship, then go in with the dropships.

As one might expect from the developers of Diablo, StarCraft truly shines in multiplayer action. Battle.net, Blizzard's free matchup service, puts human opponents just a click away. Nevertheless, StarCraft's A.I. is the strongest opponent you'll find. The game knows when to attack, when to retreat, how to handle reconnaissance, and when to exploit your weaknesses.

The sharp interface instantly feels familiar, but it doesn't overcome the genre's traditional problems, such as units that can't negotiate complicated terrain.



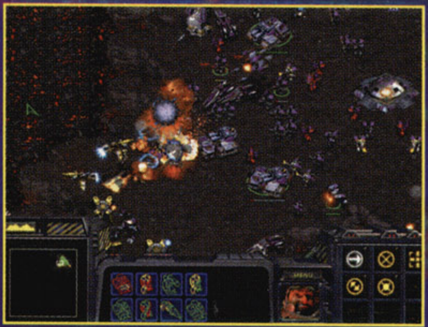
PROTIP: The name of the Zerg game is quantity—don't be afraid to spawn three or four hatcheries next to one another to quickly build a substantial force.



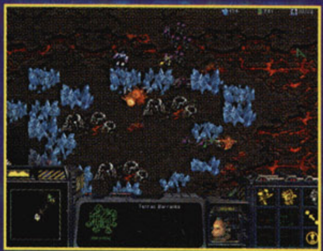
PROTIP: In multiplayer games, stock up on a lot of basic infantry to head off eager early-bird attackers, then use them for protection as you build advanced units.

Well Crafted

Forgoing the glam of Myth and the bulk of Age of Empires, StarCraft delivers a magnificent three-pronged attack featuring sheer strategy, towering complexity and awesome playability. StarCraft surpasses all other real-time strategy games by simply excelling at tactical war. **G**



PROTIP: On Terran missions where you have to protect special units, keep the unit buried deep in your camp and protected by bunkers and missile launchers.



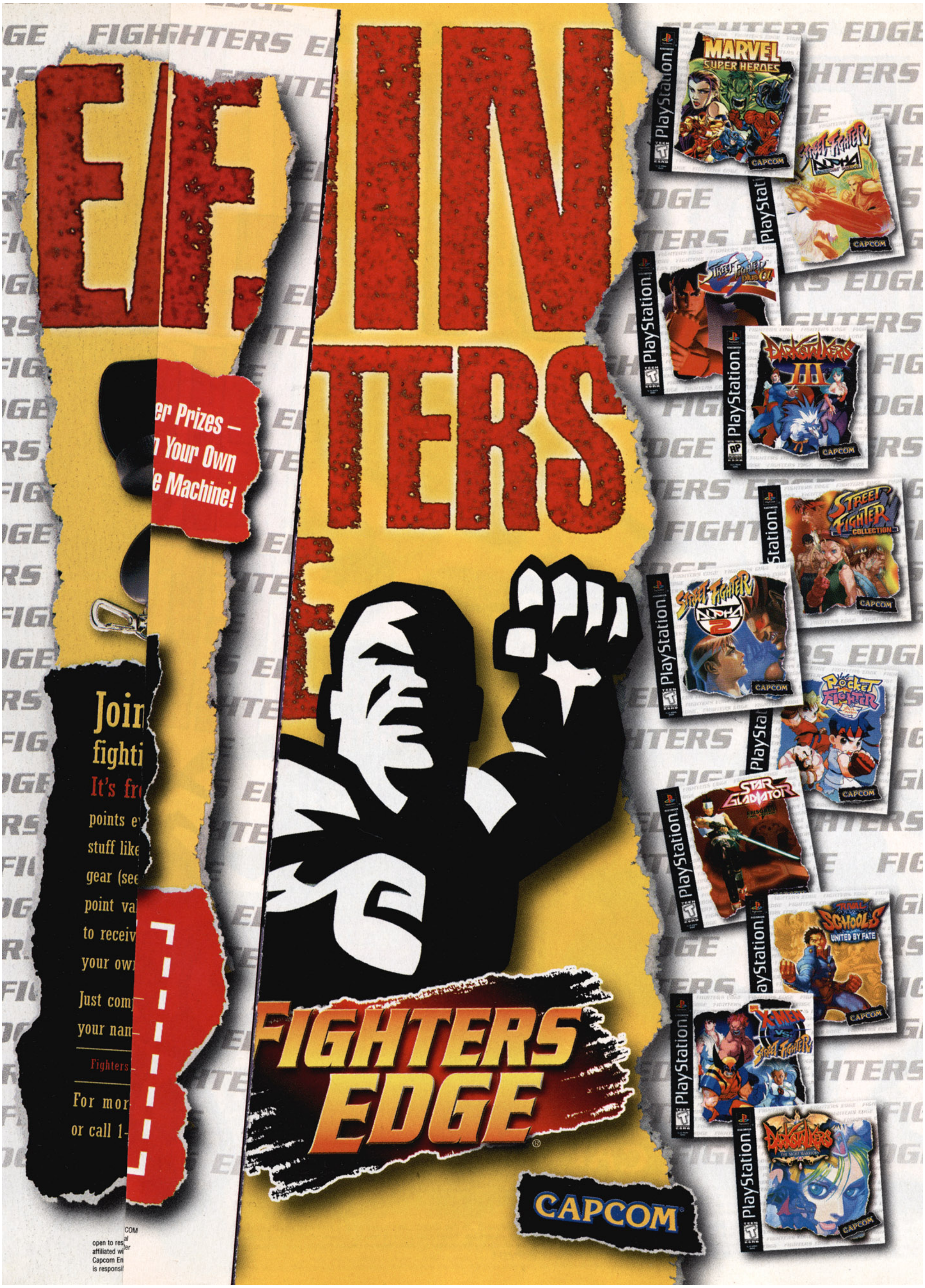
PROTIP: During one-on-one matches, set up two camps as soon as you can afford the second one. Your opponent may not think of looking for you in two diferent places.

StarCraft by Blizzard

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.5	5.0

$54.95	30 missions
Available now	Challenge: Advanced
Real-time strategy	Replay value: High
8 players	ESRB rating: Teen

Minimum System Specifications
- Windows 95
- Pentium 90
- 16 MB RAM
- 80 MB HD space
- 4X CD-ROM drive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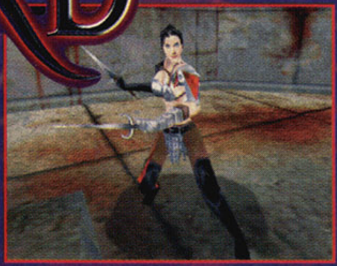
PC GamePro REVIEW

Win 95

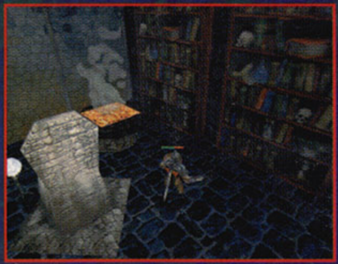
By Dan Elektro

DIE BY THE SWORD

The bloody action/adventure Die By The Sword has everything medieval gamers could want: orcs, kobolds, floating swords, pendulums, puzzles, pretty maidens—plus, uh, some problems they could probably do without.



PROTIP: Maya's two blades and formidable speed give her the fastest offense in arena battles.



PROTIP: Before heading off to the Final Battle, search the left bookcase for a healing potion.

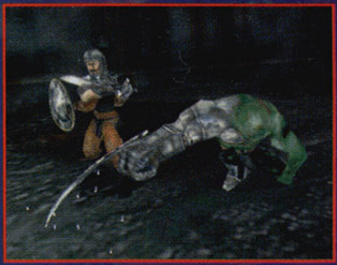
When Orcs Attack

If you thought Lara Croft just didn't do enough in Tomb Raider, Die By The Sword offers more interaction—and far more bloodshed. As Enric, you'll have to hack-and-slash your way through eight levels of puzzles and traps, slaughtering the ogres, skeletons, and other unsavory enemies that get between you and your kidnapped love, Maya. If you score a good hit on an enemy's arm, it falls off—at which point you can pick it up and beat its original owner to death with it. Even after they're dead, you can divide them into tiny chunks. Mmm…beefy.

The graphics look nice for the most part, but textures sometimes look stretched on tunnel walls, while the heavily compressed cinemas border on unwatchable. And although the collision detection is dead-on for combat, your sword pokes through walls as if they weren't there. Fortunately, the heroic music and entertaining comments sound great.

The Kindest Cut

The real star of the game, however, is VSIM (Virtual Simulation), the unique control system that lets you realistically swing a sword with a mouse, keyboard, or force-feedback joystick. With your every blow, the game factors in power, speed, direction, angle, and resistance. This system is brilliant and worth every bit of its learning curve. The move editor lets you create and save your favorite attacks, too, so they're available during the game's gladiator-style mutliplayer arena combats—which rock on a local network, but generate gripes from Internet and modem players. With Sword's single-player quest so short, Tantrum desperately needs to solve these problems with a patch.



PROTIP: Even though Changa's claw arm can't be severed, you can still chip away at his exposed green flesh.

Dismembers Only

Even with such serious shortcomings, Die By The Sword makes the cut. VSIM is an exciting addition to the stagnant, neglected area of game control, and you'll find the overall experience worth putting up with the game's deficiencies. The stage has been set for a bloody good sequel. G

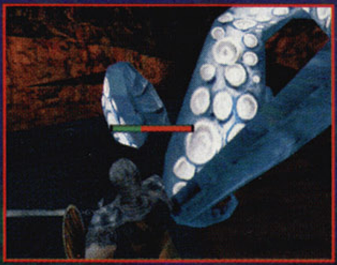
Die By The Sword by Tantrum/Interplay

Graphics	Sound	Control	Fun Factor
3.5	4.0	5.0	4.0

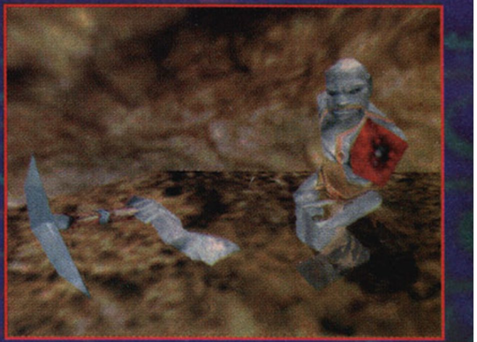
$54.95	8 levels
Available now	Challenge: Adjustable
Action/adventure	Replay value: Medium
4 players	ESRB rating: Mature
Multiple views	

Minimum Requirements

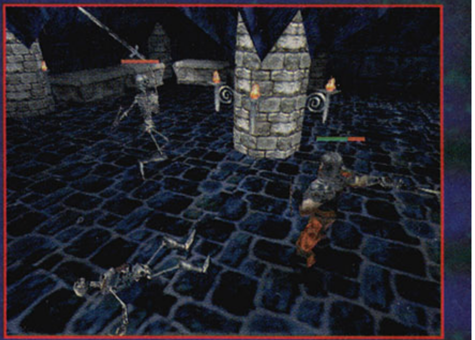
- Windows 95
- Pentium 100
- 16 MB RAM
- 125 MB HD space
- 2X CD-ROM
- SVGA
- Sound Blaster or compatible card



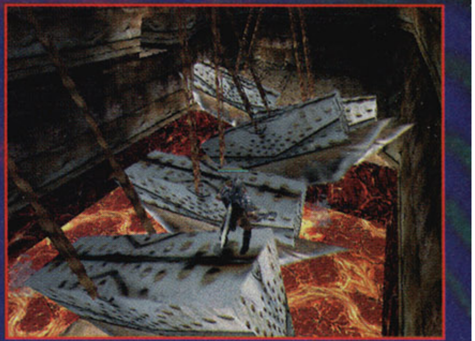
PROTIP: You can't destroy the tentacles, but a few good hacks at the base will disable them long enough for you to pass.



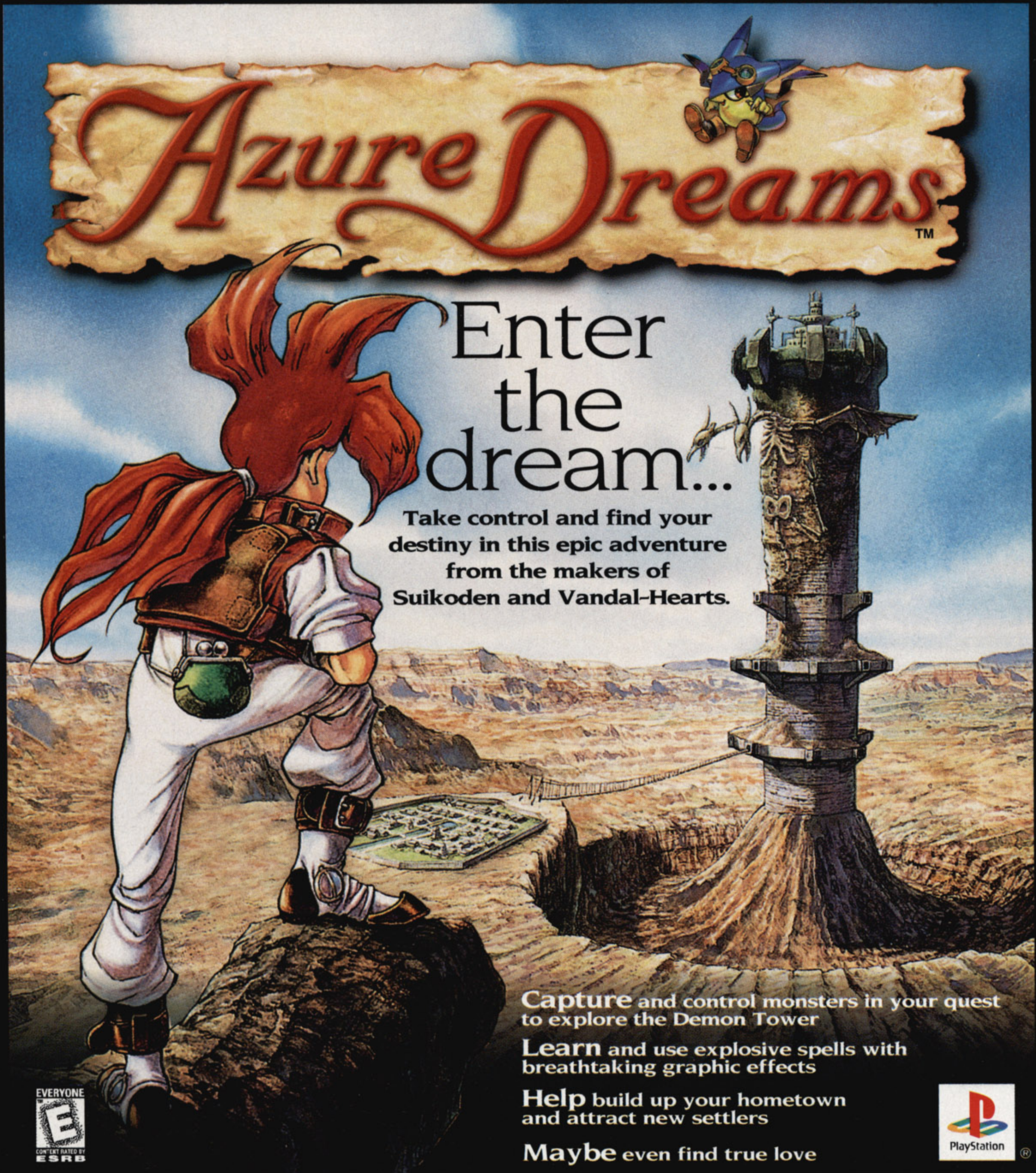
PROTIP: Slice diagonally with your sword to sever your opponent's limbs. If they're armless, they're harmless!



PROTIP: Skeletons are literally weak in the knees. Attack low.



PROTIP: Sheath your sword while navigating traps and hazards to move faster and jump farther.



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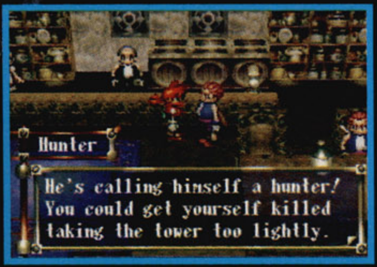

Hunter

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You could get yourself killed
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KONAMI

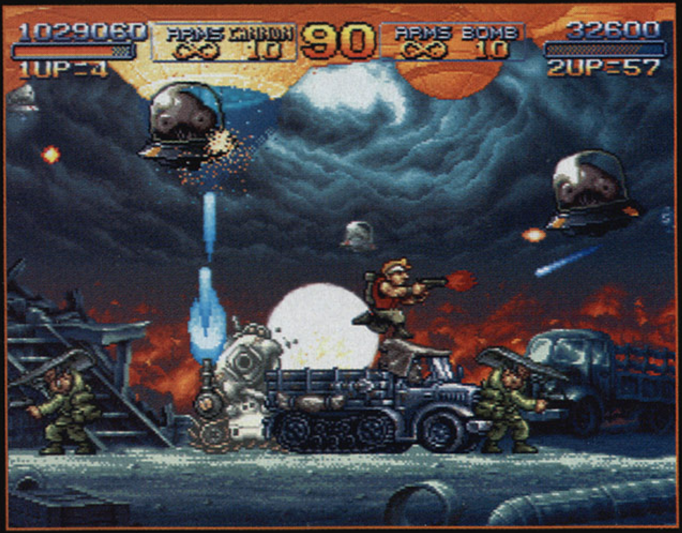
Hot at the Arcades

METAL SLUG 2

MORDEN STRIKES BACK!

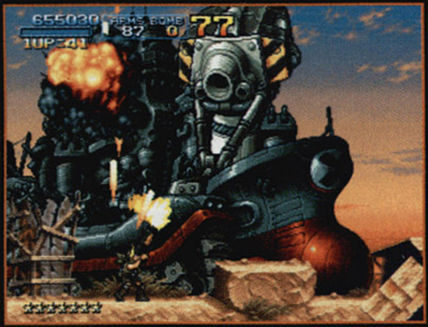
Metal Slug is back with more soldiers, more weapons, more vehicles, and more mayhem!

By Major Mike



The evil dictator Morden is at it again—and this time the whole world's his battlefield! Time to lock and load with SNK's latest 2D side-scroller, Metal Slug 2.

Full-Metal Mayhem



Forget about fancy polygons and high frame rates; for simple, addictive, good old-fashioned 2D side-scrolling action, Metal Slug 2 delivers the goods. Aside from occasional slowdown, the action moves at a blistering pace, especially in the two-player, simultaneous mode. The gameplay's still the same: never stop, and blow the hell out of anything that moves! With enough quarters, even you can save the world.

Women in the Military

Slug 2 adds a lot to the melee! Joining Slug veteran characters Marco and Tarma are two fresh female recruits, Eri and Fio. An expanded armory includes a laser gun, Molotov cocktails, and armor-piercing bazooka shells. The motorpool now has three new vehicles: the Slug Flyer (a jump jet), Slugnoid (a walking mini-mech), and the Camel Slug (a camel with a machine gun on its back).

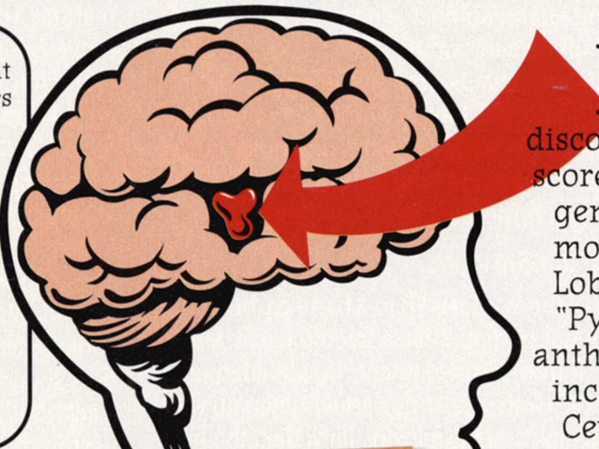
Things That Go Boom

Slug 2's action takes place throughout many combat zones: on the back of a moving train, in an Egyptian tomb, in a secret laboratory, and so on. The game has a greater variety of enemies than its predecessor: In addition to endless waves of troops, you'll square off against mummies, sword-toting Arabs, and even hostile aliens. Some funny new touches have been included: If you collect too many fruit power-ups, you'll be turned into an obese soldier who moves slower than normal; and if you're not careful in the Egyptian tomb, the residents may transform you into a mummy!

Respected coach and video gameologist Tom "The Thumb" Blake, together with The Blake Institute are constantly striving to make the video game world a better place for you and future generations of video game players. That's why Coach Blake recommends keeping up with the latest

Advancements in Video Gameology.

Did you know that expectant mothers who play video games while pregnant increase their likelihood of having children who grow up playing video games?



Researchers have discovered that people who score high on video games generally have a larger, more active Cevlatuture Lobe. Also known as the "Pyramid Lobe," leading anthropologists claim that increased activity in the Cevlatuture Lobe is the reason the Great Pyramids were constructed.

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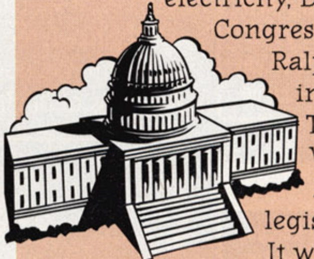


Citing the Federally Funded Study for the Advancement of Video Gameology, which determined that video games perform better when plugged into electricity, Delaware Congressman Ralph Higgins introduced The Higgins Video Game Act into legislation. It was designed to ensure that no American citizen with a video game machine would be denied access to electricity based on sex, race, creed or game system.

Coach Blake says keeping up with the latest advancements in gameology is important, but so is keeping up with the latest games. That's why he recommends you get to Target to check out games like Quest 64 for Nintendo 64. It's just

$59.99

Get into the game.

TARGET
EXPECT MORE. PAY LESS.®

Mortal Kombat 4

(By Midway Home Entertainment)

By Boba Fatt

MATURE M AGES 17+
Replay? HI
Challenge adj Level

Price not available
Available June
Fighting
2 players
Rumble Pak compatible

MORTAL 4 KOMBAT

WINS: 00
TANYA
WINS: 00
SHINNOK

PROTIP: To up the weapon ante, enter the Kombat Kode 555 555 at the matchup screen.

Fun Factor
4.5
No more palette swaps! No more canned sound! Fighting gurus and fans of the franchise, rejoice: Mortal Kombat has finally hit the Nintendo 64 in style!

Control
5.0
With customizable buttons and lightning-fast response time, MK4 gives you a better sense of control than any other Nintendo 64 fighting game.

Sound
4.5
Crisp, bellowing voices, pounding stereo music, and gory effects pepper MK4 like a bloody rump roast.

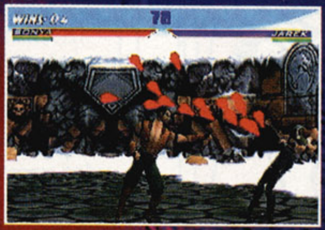
Graphics
4.5
MK4's 3D fighters look and move a lot better than MK's previous photorealisticly digitized offerings, and the special lighting effects rock.

The Mortal Kombat series may have been huffing and puffing after Trilogy's endless palette swaps and Mythologies', umm, everything—but Mortal Kombat 4 is here to blow your house down with gorgeously gothic visuals, bone-crunching sound, and the best fighting controls ever to hit the Nintendo 64.

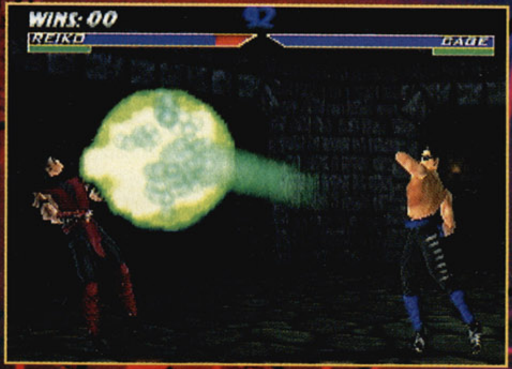
Kombat Kontinues

In MK4, the warlord Shao Khan has been defeated, but his antics have freed the evil demon Shinnok from imprisonment. Now Raiden must assemble Earth's most powerful fighters to combat Shinnok and his minions (including the fearsome, four-armed Goro, last seen in the first MK). Fifteen kombatants will thus battle for the future of Earth, each with several special attacks, multi-hit combos, and unique weapons. Those who are familiar with the arcade version will be pleased to hear that the home version is even more advanced than Revision 3, with extra secrets, stages, and characters.

The 3D konversion has been good to the MK warriors. It's a challenge to imagine MK without digitized, motion-captured animation, but Eurocom has done a magnificent job using polygons of duplicating the series' trademark realism. The Mortal Kombatants look and move like real live people, without goofy, cartoony faces or Raggedy Ann limbs—and some are enhanced with intimidating special effects, such as the jumping, crackling lightning which emanates from Raiden's body. These impressive visuals are complemented by a soundtrack that's vastly improved over



MK4 for the Nintendo 64 has more features than the arcade version, including the new Ice Pit stage.



PROTIP: Tapping moves are easier to perform if you use the control pad. Fortunately, MK4 doesn't require the subtlety of the analog stick.

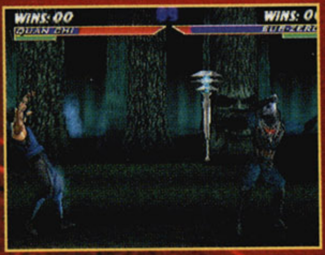
◄ ***PROTIP: Wanna really humiliate your opponent? Slam them into the camera by tapping (» LP) while wielding Raiden's mallet, Jax's spiked club, or Reiko's spiked club.***

WINS: 00
REIKO
WINS: 00
SHINNOK
ROUND 2

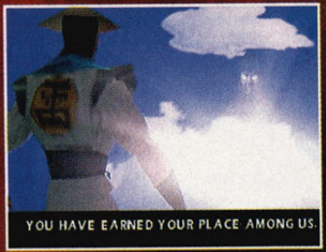
◄ ***PROTIP: The two-on-twos and endurance matches are about conservation—you can't give some to get some. Strike quickly and dodge often, keeping a thumb near Block and using a lot of throws to ward off chargers.***

SCORPION
CAGE

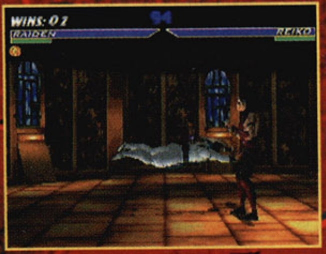
PROTIP: To execute Scorpion's special fatality in Goro's Lair, move in close and tap " , » , » , LK. The Kombat Kode for Goro's Lair is 011 011.



PROTIP: To steal your opponent's weapon as Quan Chi, tap →, (← HP).



MK4 delivers gorgeous ending cinematics that continue the story line from the earlier MK games and movies.

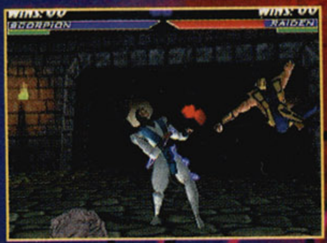


PROTIP: When playing as Raiden, rattle your opponent with a fast and furious two-hit combo: Tap HK, →, (→ LK).

MKT's: Agonizing screams, brutal smashes, sizzling energy spits, and Shao Khan's trademark taunts (even though he's not in the game) will echo through your living room in stereophonic splendor.

Komplete Kontrol

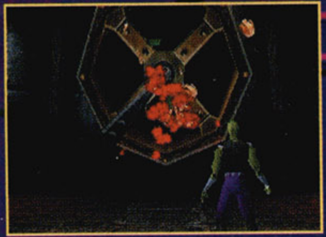
Thankfully, the move to polygons hasn't harmed the heart of the MK franchise: strategic fighting. Unlike so many 3D fighting games, this series has never been about random button-mashing, and neither is MK4. In fact, this is the most "2D" of any 3D fighter available, and that's good news—characters can move to and fro within each arena, and the camera adjusts for maximum viewing (although it's often a bit behind the action). Still, you're almost always on a 2D plane, which makes for optimum head-to-head fighting. Combined with MK4's impeccably responsive controls, the result is extremely tight gameplay.



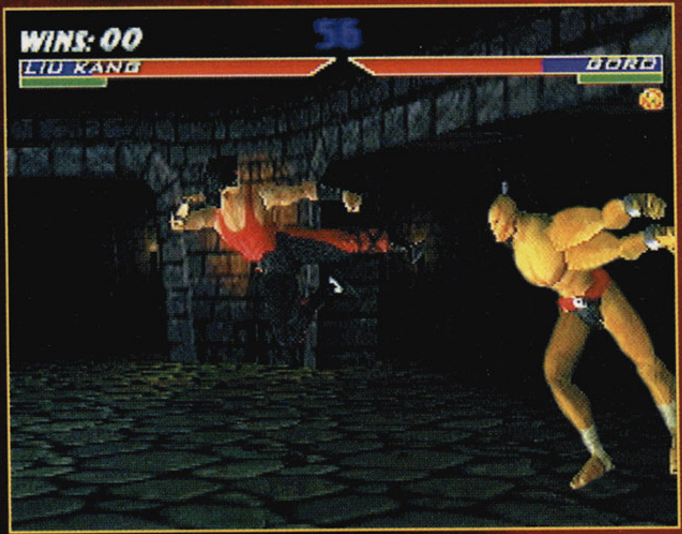
PROTIP: Raiden's teleport attack and Scorpion's teleport punch are quick, but leave them vulnerable; so keep a thumb on Block when you're on the defensive, and take advantage of the resultant ricochets to counterattack.

Armed and Dangerous

New to the MK formula, each Kombatant is equipped with a weapon—like a crossbow, a sword, or a mallet—that can either be drawn during battle and used as normal, or thrown at an opponent. However, while wielding your weapon may be advantageous (a good hack inflicts a plethora of pain on your opponent), it can also be detrimental (you're very vulnerable while drawing or swinging your weapon). Plus, if you're hit with a weapon in hand, you'll drop it and your opponent can then pick it up and use it against you.



PROTIP: When playing as Reptile, move in close and tap ↓, →, (→ LP) to throw your opponent into the Prison Stage fan.

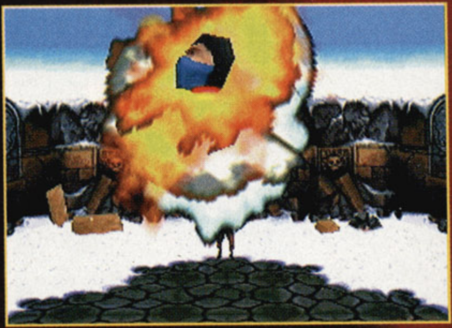


PROTIP: To beat Goro, you'll have to float like a butterfly and sting like a freight train. Use a lot of jump kicks or High Kicks to back him up, and keep a finger on Run to escape his trample.

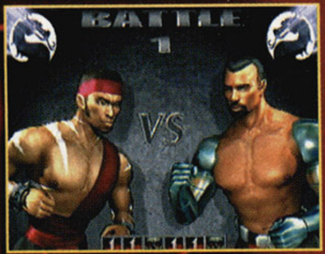
Mortal Mania

As for gameplay, MK4 delivers the goods, featuring two-on-two fights, a couple of types of endurance matches, and a Practice mode. There are also tons of secrets (including hidden characters), level-specific fatalities, special attacks, killer combos, Kombat Kodes, and cinematic endings for each character. Unfortunately, there aren't any animalities, babalities, brutalities, or friendships this time around.

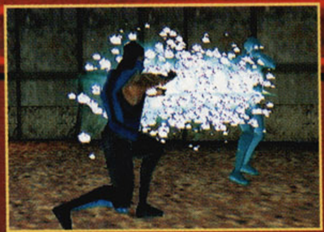
Grab your controllers, N64 fighting-game fans, and prepare for MK4—the franchise is back with a blister-worthy game that's ready to pummel you! G



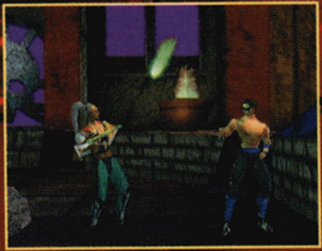
PROTIP: To execute Liu Kang's Explosive Fireball fatality, move in close and tap →, ↓, ↓, (↑ HP).



PROTIP: The Kombat Kode to disable throws and fight strictly hand-to-hand is 110 110.



PROTIP: Sub-Zero's got his brother's Ice Shatter fatality: From outside sweep distance, tap ←, ←, ↓, ←, HP.



PROTIP: Fujin's crossbow is very effective, but it also takes a long time to pick up. If you drop it, leave it or you'll open yourself up to a world of thrash.

Bio F.R.E.A.K.S.

(By Midway Home Entertainment)

By Major Mike

MATURE M AGES 17+

Challenge Int Level

Replay? MED

Price not available
128 megs
Available now
Fighting

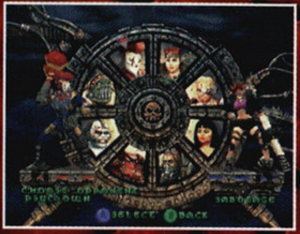
2 players
Multiple views
Rumble Pak compatible

Bio F.R.E.A.K.S. clubs its way into the undercrowded Nintendo 64 arena with a unique fighting style and some of the bloodiest beat-downs since Mace: The Dark Age. The only way to disarm an opponent in this game is to literally dis-arm them.

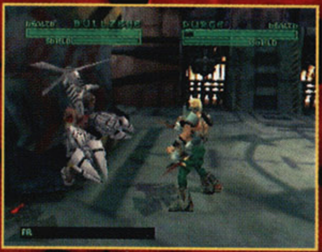
F.R.E.A.K.S. peaks with a few cool fighting shakes that set it apart from the rest of the Nintendo 64 beat-'em-bloody crowd: fighters can briefly fly around the various battle pits, and can lose limbs during a fight. Even if a fighter loses both arms, however, they can still win the battle (which makes for a very gruesome "victory" screen). The arenas—which include everything from giant rollers to acid pits to huge saws—are also dangerous.

The gameplay scheme is a mix of Street Fighter and Mortal Kombat controls, using joystick motions and rapid button-tap combos. Unfortunately, combo freaks won't find many high-hitting ones here, and it's easy to pin an opponent in a corner and pummel them to defeat.

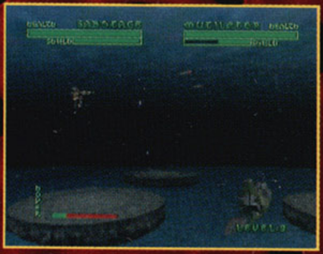
If you're starved for a good Nintendo 64 fighting game, Bio F.R.E.A.K.S. deserves a look. It's far from perfect, but for a bloody fighting title, Bio's a great way to reach out and dismember someone.



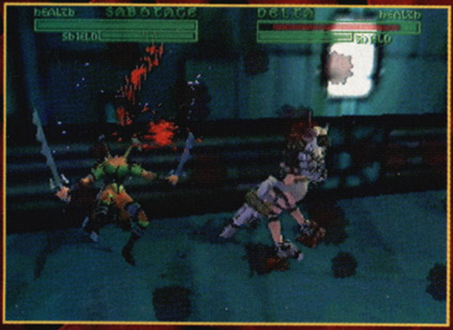
Eight characters fill the F.R.E.A.K. lineup—everyone from a bounty hunter to a clown with some serious social problems.



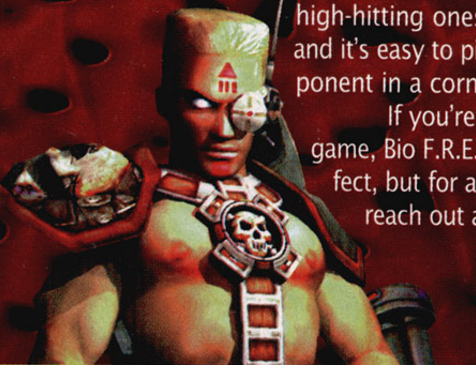
PROTIP: If you fall into the giant rollers, you'll lose an arm; if you fly too close to the giant saw blades, you'll be cut in half.

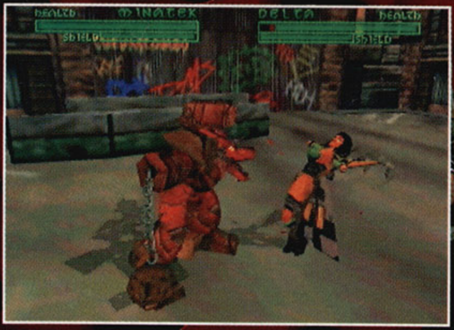


PROTIP: Fighting Mutilator is painful and frustrating. Use hit-and-run tactics on this titan, and never take him head-on.

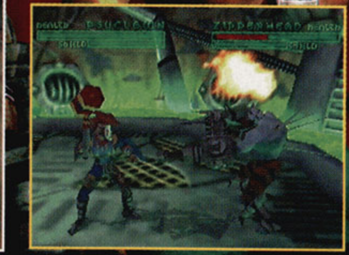


PROTIP: To perform Sabotage's instant kill attack, tap ←, (← RP RK). If the move connects, stand back and watch your opponent's head explode.

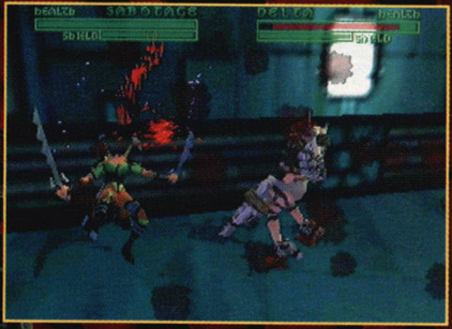




It's only funny until someone loses an arm…or two, or…you get the idea.



PROTIP: Psyclown's Dyno Balloons is an excellent attack to trap an opponent—just tap →, ←, RK.



PROTIP: When you fight the last boss, Mutilator, stay out of the water: just below the surface are mechanical piranhas.

Graphics

4.0

Bio uses the red palette...a lot! The characters are very lifelike, as are the colorful fighting stages. However, the moving camera occasionally obscures the action, and the "shield" animation looks more like a graphical glitch than an actual feature.

Fun Factor

4.0

Bio F.R.E.A.K.S. doesn't break any new ground, but it's definitely worth a look—particularly if you are a gamer looking for a little variety (and buckets of blood) in your Nintendo 64 fighting-game lineup.

Sound

4.5

The audio truly shines with crystal-clear voices, excellent sound effects, and (especially) the reactive roars of an onlooking crowd. The heavy-metal music soundtrack is perfect for the carnage.

Control

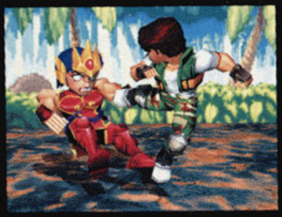
3.5

The controls are sluggish but manageable. Bio's far from unplayable, but some special attacks and techniques can become a hit-and-miss affair, which is a real pisser—especially when you're in the heat of battle.

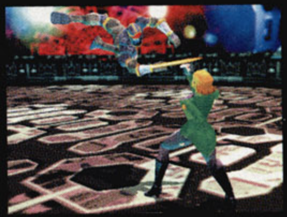
"Customize your fighter. Save data. Visit a friend. Inflict maximum punishment. Smile."

This is different. Get ready for the only customizable fighting game with two different modes of play — in the same cart! Choose the anime-style "super deformed" character mode, and chase after 200 rare and powerful items while pulverizing your opponents. Equip your character for maximum effect. Save this data in your Controller Pak . Punish your friends in the privacy of their own homes! Or opt for the "Virtual Mode," and choose between a classic — and lightning fast — 2D mode, or brawl in a fully 3D environment. Gain ranks as you improve — you'll also be presented with tips on how to become even better. Discover combos, counters and special moves! Nurture your character until it turns into a lethal weapon!

Rumble Pak compatible



Super deformed mode. Collect all 200 items to build the most powerful fighting machine ever!



Virtual mode. Choose between classic 2D fighting or brawl in a fully 3D environment.

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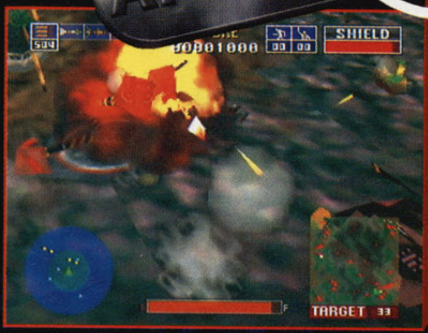
CHOPPER ATTACK

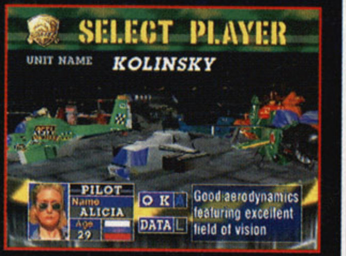
By Air Hendrix

The N64's just begging for a gripping game to fill its chopper combat niche as Black Dawn and Soviet Strike did for the PlayStation...but Chopper Attack isn't it. Riddled with flaws and saddled with a youthful, unrealistic style, any excitement that Chopper kicks up fades very quickly.



PROTIP: When attacking ground forces, strafe (tap left-C or right-C) to dodge incoming fire while continuing to blast them.

Chopper Attack straps you into one of eight fantastical helicopters for eight missions filled with frenzied action but little realism. Before you set out to rescue POWs or provide air support for the president's plane, you get to go shopping and arm your craft with a cool array of weapons. The gameplay's all about rapid-fire destruction, delivering a heavy action focus with a definite kiddie feel.

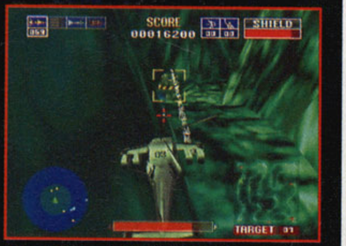


PROTIP: The Kolinksy chopper offers the best balance of speed and armor.

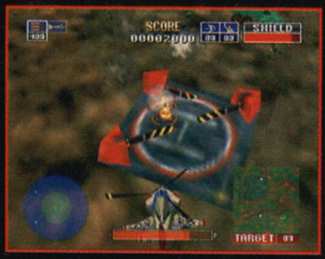
All that may sound promising, but Chopper's a case study of unrealized potential—starting with the controls. Admittedly, these craft maneuver and strafe with style, but the inability to control your own altitude is a real hassle. Even worse, the targeting cursor is flat-out inaccurate, requiring too much guesswork to frag enemies. And the bouncing power-ups are almost impossible to collect.

The woes continue with the graphics and sounds. Chopper's visuals crash-land with excessive fog, draw-in problems, and repetitive, angular landscapes; only the slick enemies catch the eye. As for sounds, your ears will plead for the Mute button after a few minutes of the bubbly elevator music, flat combat effects, and moronic smack-talking.

All told, Chopper offers fleeting fun that ultimately frustrates. If you've got to wreak havoc in an N64 chopper, this bird should be flown for a brief rental at most. G



PROTIP: In Mission 5, when safely hidden around the corner, take out the deadly turrets easily by locking on and firing an AGM.



PROTIP: Always blow open the blockades on helipads so that any freed P.O.W.s can be rescued—and earn you some cash.

Chopper Attack
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
2.5	2.0	3.0	3.0

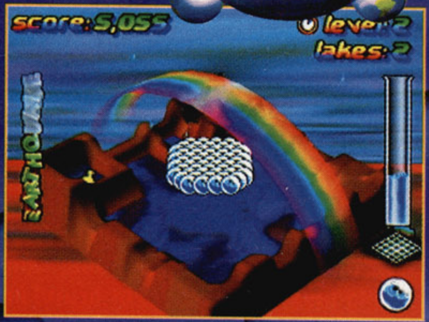
Price not available
Available now
Action
1 player
8 missions

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Wetrix

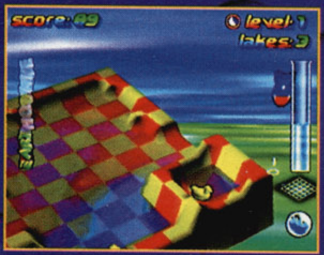
By Bad Hare

Despite the verbal similarities, Wetrix is anything but a Tetris twin. Players are faced with a flat, floating platform and a series of falling "uppers" and "downers" that alter its terrain. The goal is to raise walls and build reservoirs for the impending water that also drops from the sky. The more lakes you construct, the more points you earn—but don't expect it to be cut and dry. You'll have to deal with ice storms, earthquakes, bombs, mines, holes, and leaks every step of the way.



PROTIP: Rainbows appear after you've created a large, stable, central lake—and they boost your bonus multiplier to x10.

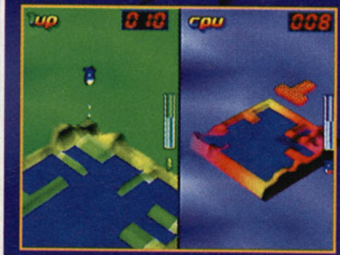
The hazards make it enjoyably strategic, the controls aren't too complex, and the two-player game lets you flood a friend. Simple but clean graphics and awesome water effects make it easy on the eyes, and the robo-announcer sounds like he's moonlighting from Wipeout XL.



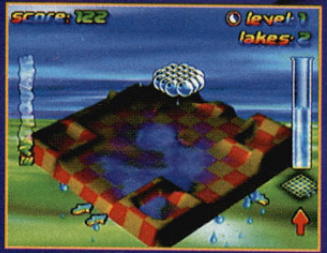
PROTIP: To start earning bonus points early, create multiple duck lakes as soon as possible.

Still, Wetrix isn't all smooth sailing. The misleading shadows make it tough to position objects precisely, and after about level 3, there are often so many things on the screen—ice cube warnings, rainbows, alarms—that you lose track of the piece you're trying to place. More music tracks would have been nice, too.

Even with these annoyances, Wetrix works. It might not click with every puzzle fan at first; but after a few hours, the addiction's pretty potent, and Wetrix starts to show itself as more than a mere digital water demo. If Tetrisphere didn't float your boat, catch the next wave with Wetrix. G



PROTIP: Drop bombs in the platform's top and bottom corners, unless you need to clear land to prevent an earthquake.



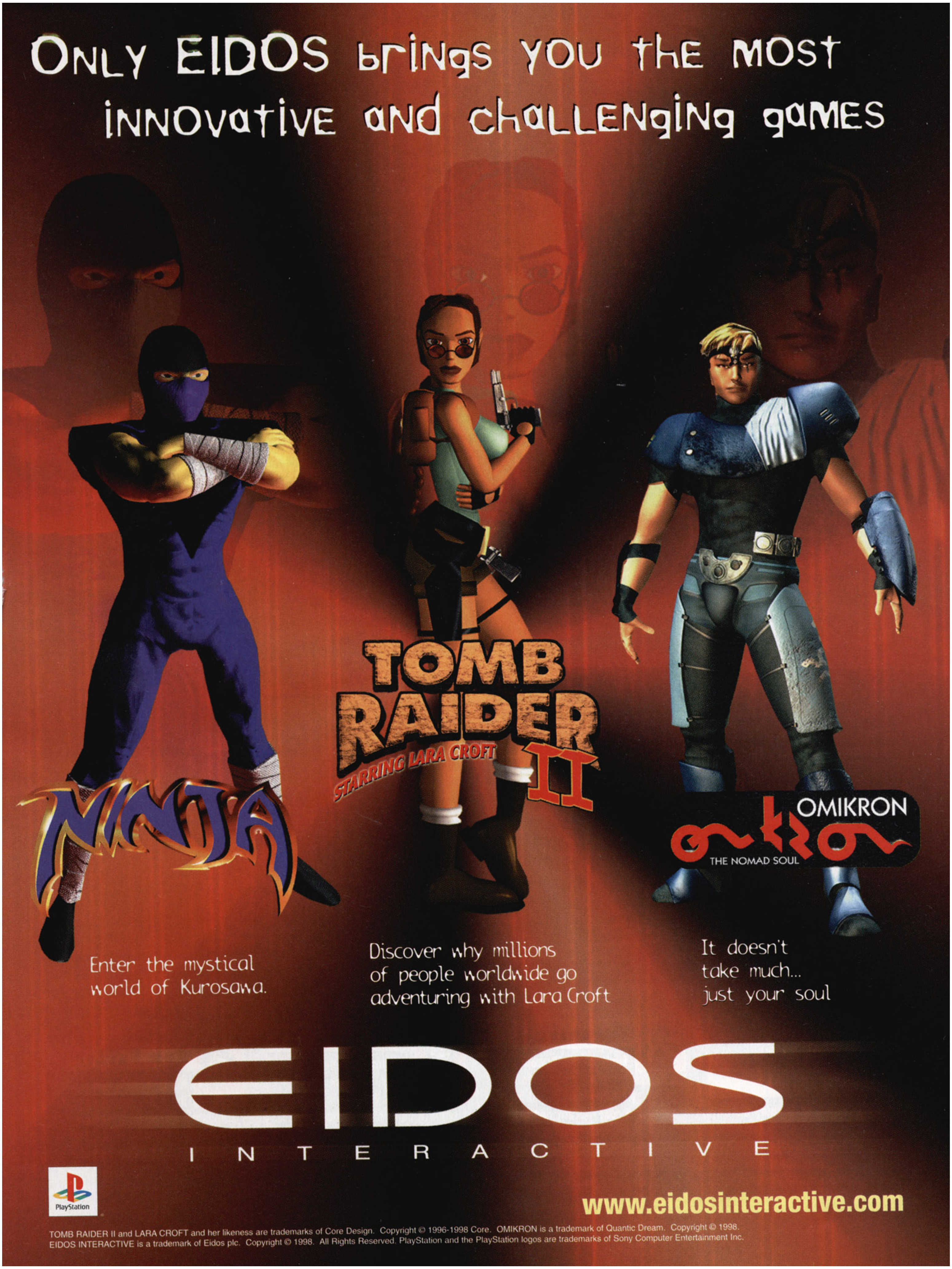
PROTIP: Since there's no way to reduce the water meter, patching leaks should be your first priority at all times.

Wetrix by Ocean

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Price not available
Available June
Puzzle
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Everyone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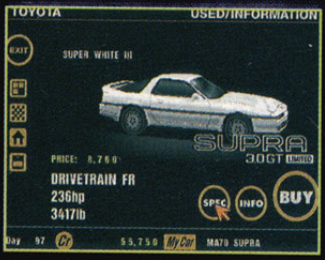
Gran Turismo

(By Sony)

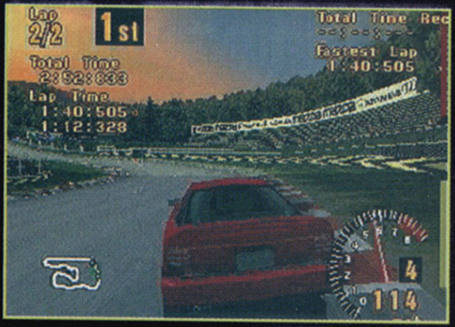
By Air Hendrix

EVERYONE E
Challenge int Level
Replay? HI

Price not available
Available now
Racing
2 players
11 tracks
166 cars


TOYOTA
USED/INFORMATION
EXIT
SUPER WHITE III
SUPRA
3.0GT LIMITED
PRICE: 8,760
DRIVETRAIN FR
236hp
3417lb
SPEC
INFO
BUY
Day 97
55,750
My Car
MA70 SUPRA

PROTIP: When shopping for your first car, the Toyota Supra's an affordable choice that performs well.


Lap 2/2
1st
Total Time
2:52:833
Lap Time
1:40:505
1:12:328
Total Time Rec
Fastest Lap
1:40:505
4
114

PROTIP: On the Deep Forest track, if you set up wide for the last turn before the finish, you can slice through without braking.

GRAN TURISMO

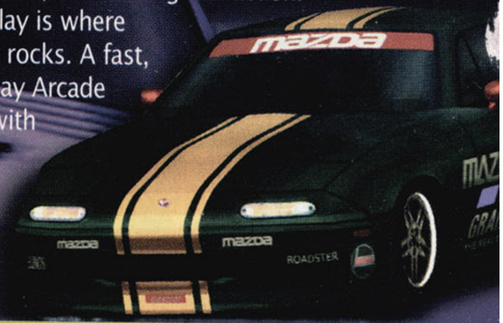
Effortlessly dusting the competition, Gran Turismo flashes past the finish line with slick controls and stellar gameplay. It's easily the best of the PlayStation's realistic racing games.

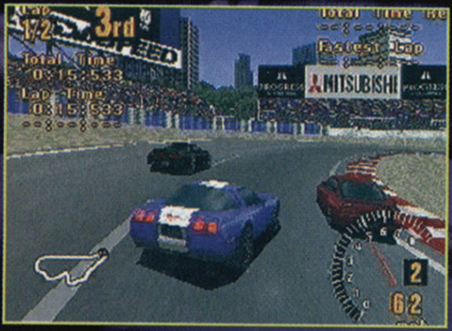
Starting off in the garage, Turismo scores big with 166 real-life cars, ranging from the lowly Honda Civic to the high-end dream machines like the Corvette, Viper, and Toyota Castrol Supra. The excellent selection of tracks delivers plenty of variety, and Turismo performs like a winner with no draw-in, speedy load times, and blazing-fast action.

But gameplay is where Turismo really rocks. A fast, pick-up-and-play Arcade mode, along with topnotch two-player split-screen racing, positions Turismo at the head of the pack for casual racing fans. And hardcore racers who delve into the amazing Sim mode will uncover impressive depth. It's almost like fantasy league racing—you test for licenses, participate in a wide array of events, buy and maintain as many cars as you can afford, and even upgrade their performances with a vast multitude of parts.

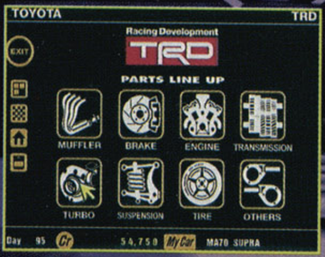
Need for Speed III may have more flash, but Turismo's got more game. It's one of the must-buy titles of this summer. G

Gran Turismo's awesome replays will have you glued to the screen every time!

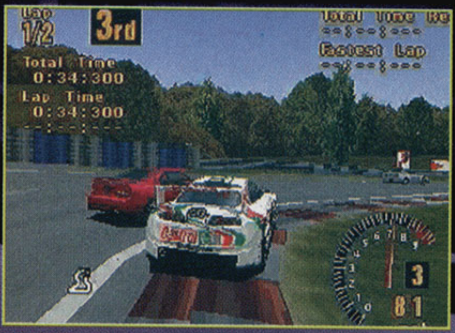

mazda
mazda
mazda
ROADSTER


Lap 1/2
3rd
Total Time
0:15:533
Lap Time
0:15:533
Total Time Re
Fastest Lap
MITSUBISHI
2
62

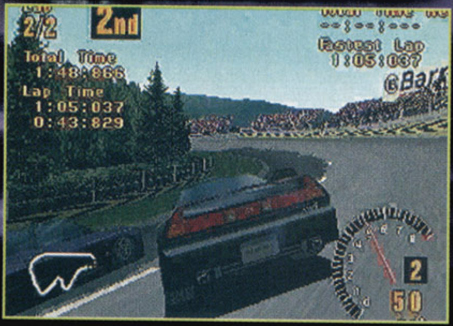
PROTIP: More so than in most other racing games, it's crucial to finish braking before the turn. If you don't, you'll have to fight off a skid the whole way through.


TOYOTA
TRD
Racing Development
TRD
PARTS LINE UP
EXIT
MUFFLER
BRAKE
ENGINE
TRANSMISSION
TURBO
SUSPENSION
TIRE
OTHERS
Day 95
54,750
My Car
MA70 SUPRA

PROTIP: The best way to upgrade a low-end car is to increase its horsepower using parts from the Turbo, Engine, and Muffler menus.


Lap 1/2
3rd
Total Time
0:34:300
Lap Time
0:34:300
Total Time Re
Fastest Lap
Castrol
3
81

PROTIP: Feel free to bump opponents. The best way to pass is to take the inside line on a turn and run them off the track.


Lap 2/2
2nd
Total Time
1:48:866
Lap Time
1:05:037
0:43:829
Fastest Lap
1:05:037
2
50

PROTIP: If your back end starts to slide, immediately countersteer (turn your car in the direction of the skid) to straighten out.

Sound

4.0 Turismo's sounds have a good day at the track with solid in-race effects and decent tunes. An announcer or commentator would've been icing on the cake, though.

Graphics

4.5 Turismo easily captures the pole with lightning-fast action, awesome-looking cars, and cool instant replays. Only the tracks come up a tad short: Although there's no draw-in and plenty of challenge, they lack the glitzy polish of Need for Speed III's courses.

Control

5.0 The unparalleled handling, realism, and playability of Turismo's silky-smooth controls will floor you. Better yet, the gorgeous responsiveness of the Dual Shock Analog controller makes springing for Sony's newest peripheral an easy decision.

Fun Factor

5.0 Never before has a racing game gotten so many things right. Turismo rockets to the top with unbelievable depth, raucous arcade action, challenging sim gameplay, and more cars than a mall parking lot. It's worth every penny.

2 ISSUES. 1 CD-ROM. NO STRINGS.

No Obligation.

No Surprises.

Risk Free!

No Brainer.

No Commitment.

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Cardinal Syn

(By Sony)

By Scary Larry

Price not available
Available June

Fighting
2 players

Challenge int Level
Replay? MED
MATURE M AGES 17+

It's not hard to make a fighting game these days—or so you would think: Add a few buxom babes, some hack-n-slash gore, occasional fast combo action, and you can sell it sight unseen. But sophisticated gamers are looking for the extras, like depth, 3D interaction, and moves that will make you remember a fighter long after you've finished playing (say "King," and you think "bone-crushing linkers").

Cardinal Syn, unfortunately, takes the first route—it's shallow, the combos aren't extensive, and the backgrounds hinder the action. If this game had been released three months ago, it would have seemed cooler. But inevitable comparisons to Soul Blade will make it difficult for gamers to pardon Cardinal Syn.

Syn does try to throw a few unique features into the melee: fighting stage hazards, power-ups, and a speedy frame rate. Unfortunately, all the window dressing can't disguise this barely standard fighting game. Especially annoying is the level design, which hinders combos when you get close; instead of tearing an opponent to pieces, your weapon harmlessly clangs against the wall. This isn't the kind of action sedative you need—especially in the middle of a heated match. The Syn committed in this game is syn-ple: Mediocrity. G

Sound

3.5

Quality sound just means you can hear Hecklar's annoying laugh or Mckrieg's farting in stereo. All the standard sword-clashing effects are present, including a few distinctive grunts, groans, and exclamations.

Graphics

4.0

The eye-catching graphics are fast and fluid (hard-to-find qualities in fighting games today), but the special moves are few and lack brilliance. The backgrounds are also well done, but they frequently inhibit the action.

Control

3.5

The basic controls are solid, but you won't get a chance to pull off long combos with the walls constantly getting in the way. Furthermore, the A.I. is cheap, allowing too many hits while your opponent struggles to get off the ground.

Fun Factor

3.0

Syn's basic, and a good gift to your little brother who's clamoring for a "grown-up" game. For seasoned fighters, though, Syn lacks the special flavor of other weapon-based games such as Soul Blade or even Dynasty Warriors.

KEY TO MOVES:

Tap = Tap the directions or buttons indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

MCKRIEG

Gold Digger: *Tap* (← ×), ×
Miner Headache: *Tap* (→ ×), □
Bombs Away: *Tap* ↑, (↑ *R2*)
Highland Fling: *Tap* △, △, △, □

ORION

Thigh High: *Tap* △, △
Heartbreaker: *Tap* △, ×
Her Majesty: *Tap* ↓, (↓ △)
Battle Royale: *Tap* (→ □), (→ △), □, □
Queen of the Nile: *Tap* (→ △), △, □, □

PLAGUE

Dead Walk: *Tap* (← ×), △, △, △
Dead Rising: *Tap* ×, ×, △
Dead Dancing: *Tap* (← △), △
Intestinal Release: *Tap* (↓ □)
Burial: *Tap* △, □, □, ×

FINSKTER

Thief Dance: *Tap* (→ □), □
Cutthroat: *Tap* (← □), △
Stealth Elf: *Tap* (← △), △
Dagger of Death: *Tap* ↑, (↑ △)
Wham Bam Thank You Ma'am: *Tap* □, □, □, □, (→ □), (→ ×)

HECKLAR

The Jig: *Tap* (← □), □
Tumbling Act: *Tap* (← □), ×
Jumping Jester: *Tap* (← △) *twice*
Leapin' Lizards: *Tap* (→ △) *twice*
Bubble Magic: *Tap* ↑, (↑ *R1*)
Jokers Wild: *Tap* □, □, □, △, (↑ △), △

NEPHRA

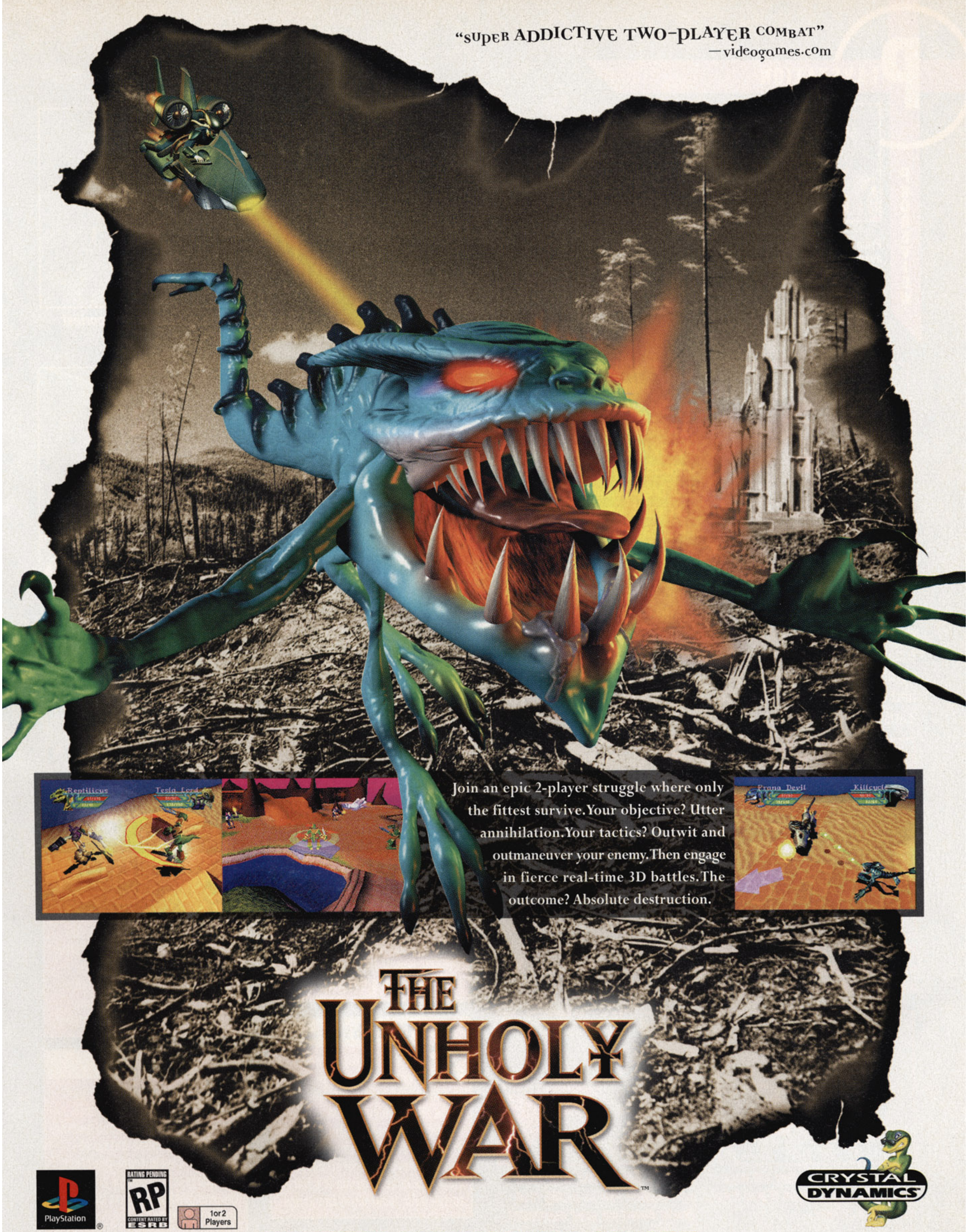
Pyramid: *Tap* (← □), ×
High O' Gliphics: *Tap* (← △), ×
Sphinx Lunge: *Tap* △, □
Fiery Phoenix: *Tap* ↓, (↓ *R1*)

VANGUARD

Round Table: *Tap* (← ×) *twice*, (← □)
Royal Thrust: *Tap* (→ △)
The Knighting: *Tap* (← △)
Sovereign Honor: *Tap* →, (→ *R1*)
Knight in Shining Armor: *Tap* (→ ×), □, □, □

MONGORO

Club Foot: *Tap* ×, ×
Gut Buster: *Tap* ←, □
Cyclone: *Tap* →, △, □
Kindred Aroma: *Tap* (↓ ×)
Slice-n-Dice: *Tap* →, □, □, ×, □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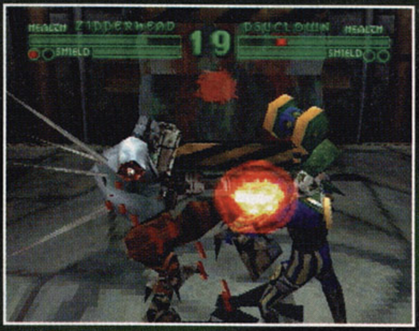
Bio F.R.E.A.K.S.

(By Midway Home Entertainment)

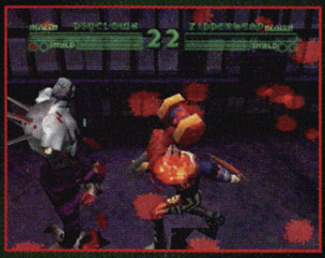
By The Rookie

Price not available
Available now
Fighting
2 players
Multiple views

Challenge Level: adj
MATURE M AGES 17+
Replay? HI



F.R.E.A.K.S. offers some of the goriest combat around!

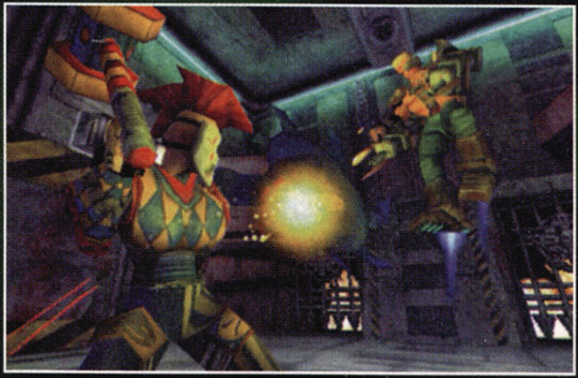


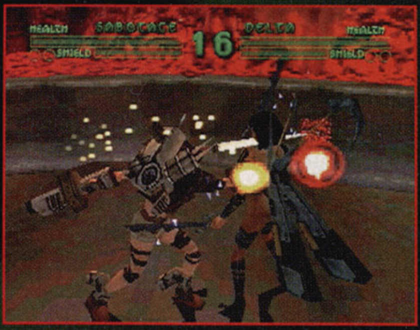
PROTIP: To remove one of your opponent's arms with Psyclown's Zorro Cut move, motion → ↘ ↓ ↙ ← RP.

What d'ya get when you plop a gun-totin' bounty hunter and a sword-wieldin' synthoid in an arena surrounded by a moat filled with lava? One heck of a bloody battle, which may even result in someone losing a limb or two. Despite this cool premise, Bio F.R.E.A.K.S. will surely be over shadowed by other solid PlayStation arena-based fighting games such as Bloody Roar and Mortal Kombat 4.

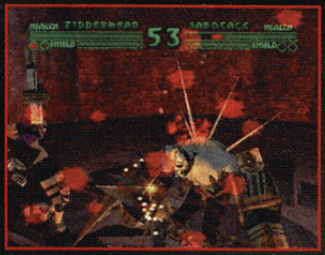
Sporting characters that could've jumped right out of *The Road Warrior*, F.R.E.A.K.S. is more of a 3D-action battle game than a true beat-down brawler. Bio is ruled by hit-and-run techniques (like in Virtual On), with little emphasis on combos. In fact, the only time combos are effective is when you blow off your opponent's arm and can get in close—and even then it's a matter of exact timing, 'cause chances are they still have enough firepower in their remaining extremity to blast you clear across the screen.

If you're a fan of weapons-based fighting and gore galore, Bio F.R.E.A.K.S. offers a good round of pugnacious fun. However, if you like more of a straight-up brawl, all fists point toward Tekken 3 and Bloody Roar. G

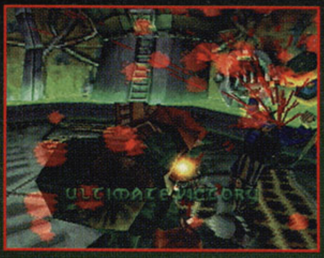




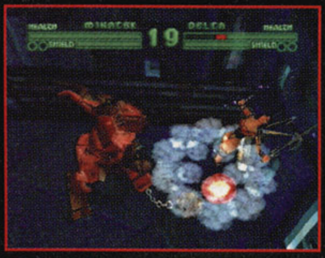
PROTIP: While playing as Sabotage, tap ←, and simultaneously press ←, RP, RK, and it's instant death for your opponent.



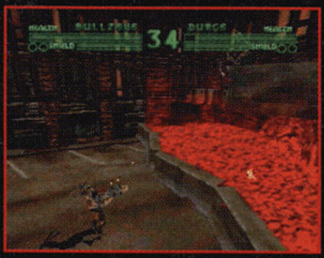
PROTIP: To gain an advantage using Zipperhead, tap ←, and simultaneously press →, RP, LP.



PROTIP: Reach out and bite someone with Ssado: Tap →, and simultaneously press ←, RP, RK.



PROTIP: You can finish off your opponents right quick if you trap them in a corner.



PROTIP: Taking the high road will enable you to easily rain death down on your opponent.

Control

3.5

Bio's controls can be a bit finicky at times, and it'll take practice to master 'em. Once you get your timing down, though, you'll be shooting off your opponent's limbs with ease.

Graphics

3.5

Bio's graphics are pretty smooth, but some backgrounds look really pixelated when the camera zooms in. The combatants sport clean textures and nice, if not gruesome, details. However, the first-person view is a bust because it's hard to tell your location in the arena.

Fun Factor

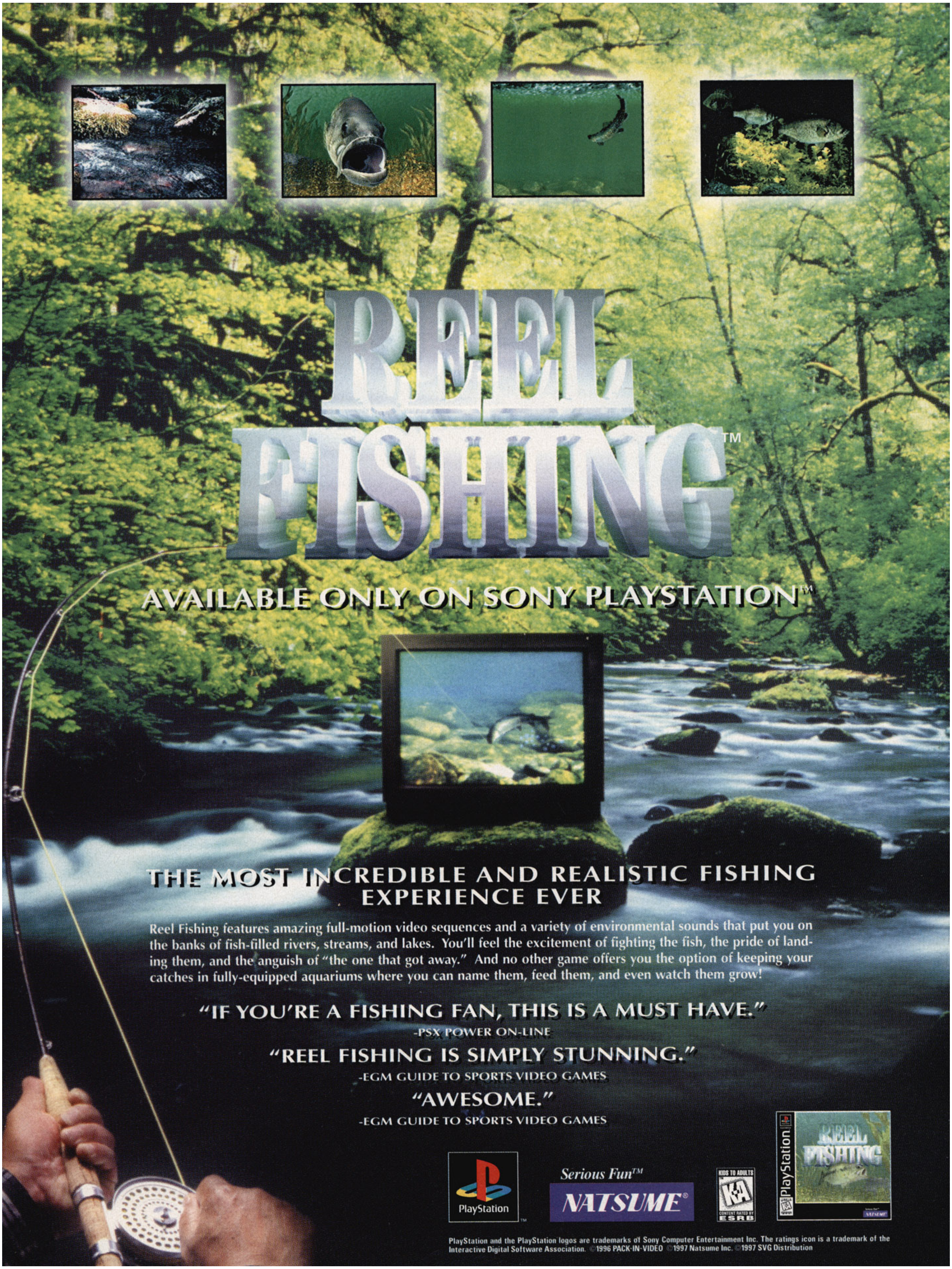
3.5

While it's clear that Tekken 3 (and probably Mortal Kombat 4) will rule the PlayStation ring, Bio's futuristic freak factor makes it worth renting just for the sheer pleasure of destroying your opponent while fighting with one arm.

Sound

3.5

The background music features an average mixture of industrial and techno beats. The in-game battle effects work well, from the blast of Sabotage's machine gun to the wet gush after you blow off someone's arm.



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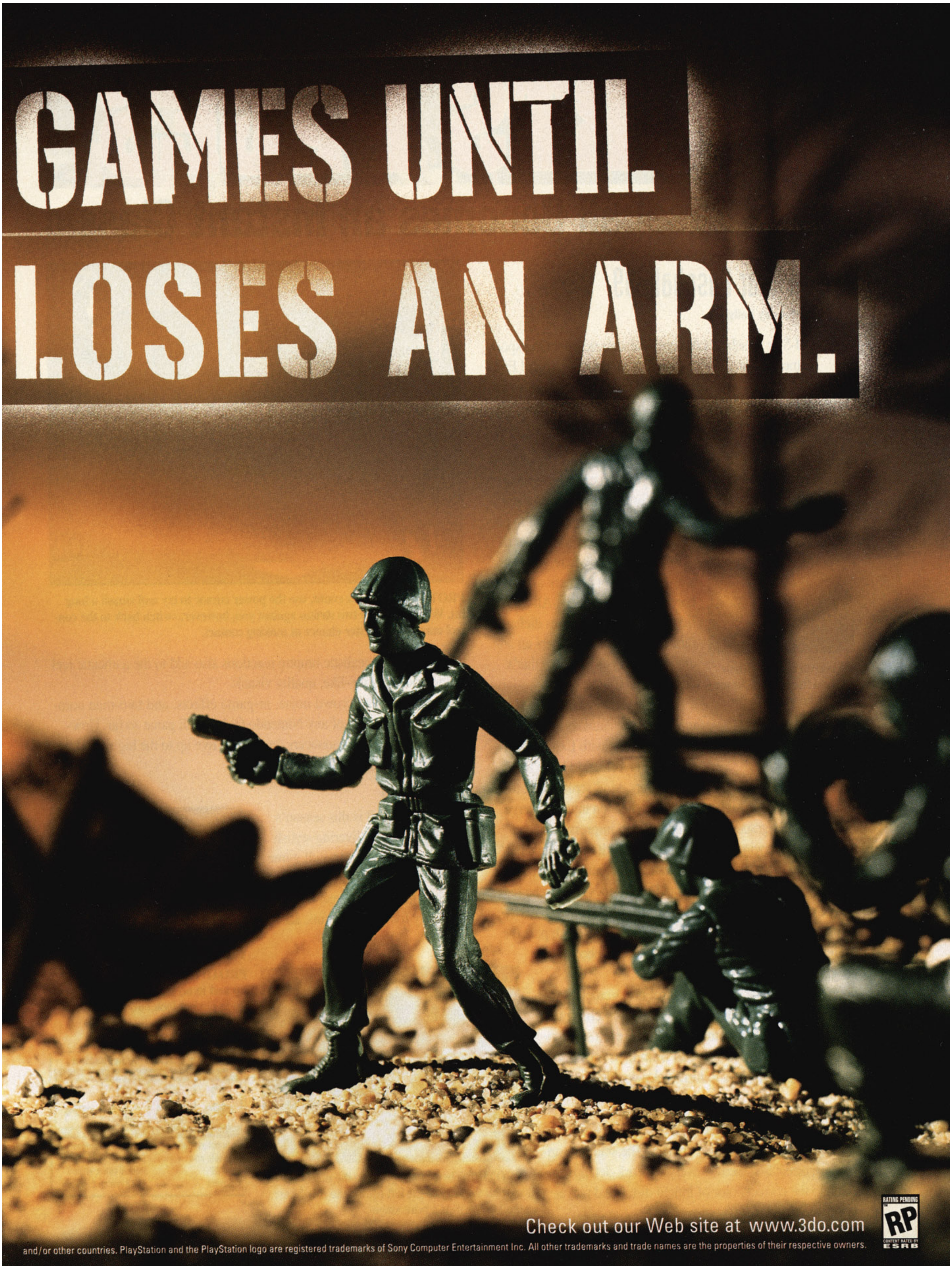
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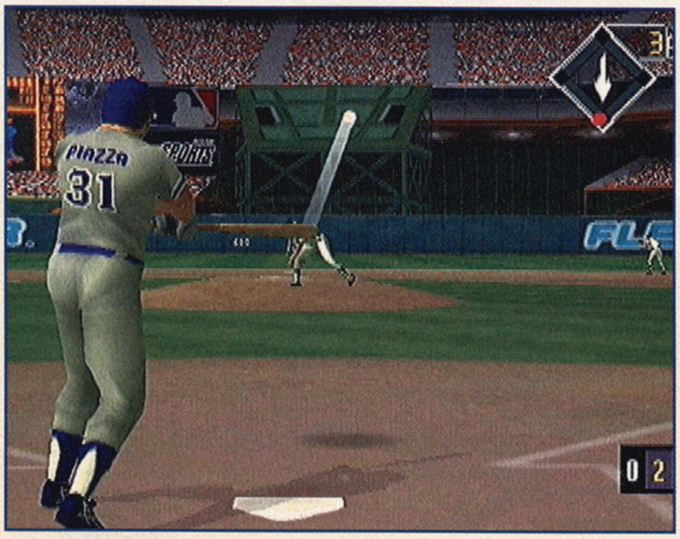
All-Star Baseball '99

By Johnny Ballgame

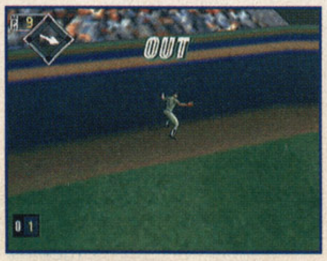
Nintendo 64 All-Star Baseball's not only the snazziest-looking sports game to date, it's also one of the most fun to play! From its awesome animations to its homer-jackin' action, All-Star is this year's World Series winner.



PROTIP: Early in the count, use the power cursor to try and smash a long hit. When you have two strikes against you, however, switch back to the control cursor for a better chance at making contact.

Swinging for the Fences

The best-playing N64 baseball game of the season, All-Star hits the diamond with an extensive list of options. Players can choose between intense Simulation games, where scores are low and you need to play smart to win (sacrifice, hit-and-run), and Arcade, where you can slug 10 550-foot homers and still barely win. Either way, All-Star's fierce onfield action gives diehard fans and baseball beginners an addictive, variety-filled game that's destined for Cooperstown.



PROTIP: While on defense, when the ball's hit into the outfield, immediately press Turbo to run to the ball. Using Turbo will make you run faster, jump higher, and dive farther.

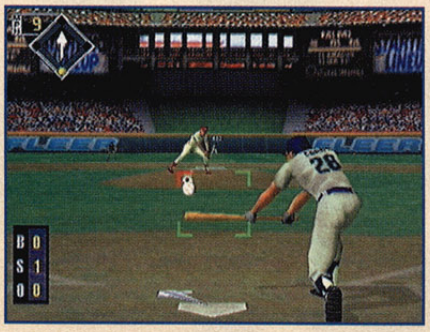
Other features include all the major league teams, players, and stadiums along with Exhibition, Season, Playoff, and Home Run Derby modes. You can create and trade players, send scrubs back to the minors, and even place spaghetti-armed pitchers on injured reserve.

But it's All-Star's grand-slam gameplay and impressive player abilities that ultimately swing it ahead of its competition. The pitcher/batter confrontations are highly heated strategic encounters where the hurler's accuracy and the slugger's hot-and-cold zones need to be factored in before every pitch. At the plate, you can either slap balls up the middle using bat control, fake a bunt and slash the pitch past the drawn-in defense, or crush hanging sliders over the fence using power swings.

On the diamond, All-Star's player control is extremely intuitive: You can have fielders dive, jump, and even climb the outfield wall to nab would-be home runs. You'll even see players throw from their knees, toss the ball from their mitts, and pivot away from sliding runners to turn tricky double plays.

Field of Dreams

When it comes to graphics, All-Star Baseball is the most realistic-looking console sports game ever created. The stadiums appear near photo-perfect and include every ballpark detail from the Jumbotron to the correct color of infield dirt. Fluid player movements and realistic umpire reactions also add to the authentic feel of the SportsCenter–like, quality visuals.

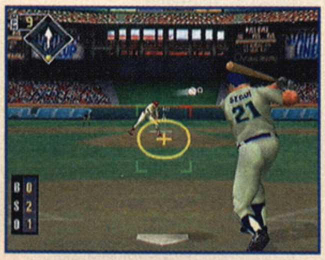


PROTIP: When bunting, move the direction arrow all the way to the left (down the third base line) to attempt a bunt single.

Soundwise, the crowd noise, in-game effects, and two-man commentary are the best of any Nintendo 64 baseball game so far. However, the repetitive announcers don't quite live up to the high standard set by Triple Play '99 for the PlayStation.

Good Wood

All-Star Baseball is this season's sports phenom, delivering stylish looks and clutch, long-ball gameplay. As of today, it's the best baseball game of the year and a must-buy for all sports nuts.



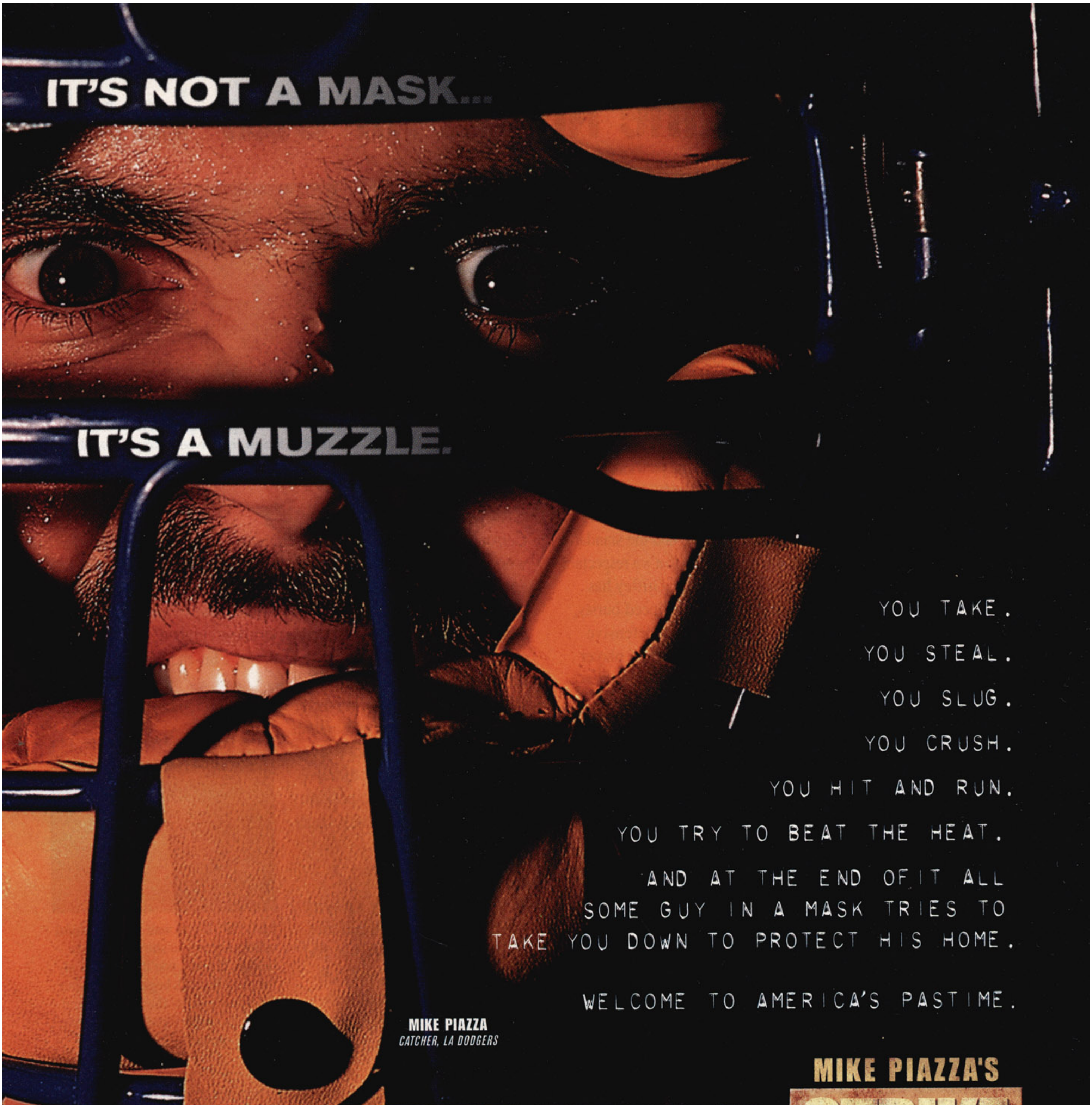
PROTIP: Don't be afraid to throw up and in on batters. Although balls, these pitches look enticing and can fool people into swinging.

All-Star Baseball '99 by Acclaim

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

Price not available
Available now
Baseball
4 players

Rumble Pak compatible
Challenge: Adjustable
Replay value: High
ESRB rating: Everyone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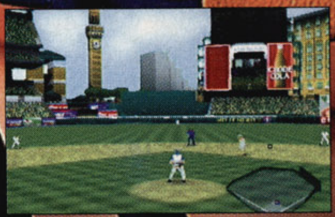

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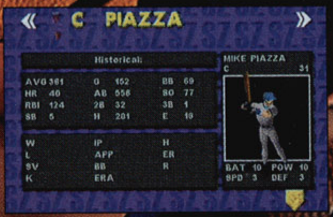

C PIAZZA

Historical:

AVG	361	G	152	BB	69
HR	40	AB	556	SO	77
RBI	124	2B	32	3B	1
SB	5	H	201	E	10
W		IP		H	
L		APP		ER	
SV		BB		R	
K		ERA			

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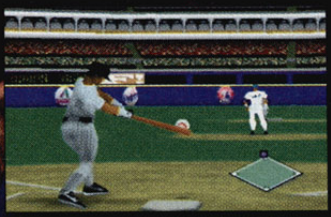

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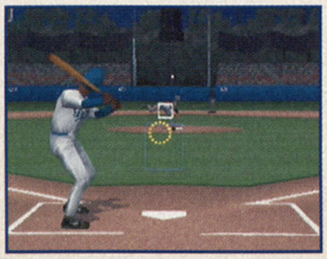
Griffey's Game Not at All-Star Level

Major League Baseball Featuring Ken Griffey Jr.

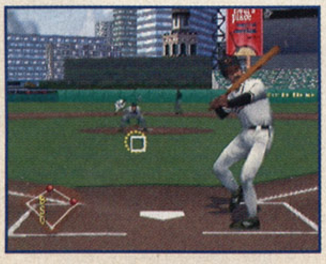
By Air Hendrix

Nintendo 64

After it's had so many delays, you'd think that Griffey would step up to the N64 plate and smack one of those trademark homers. Unfortunately, MLB Featuring Griffey manages only a check-swing single, making a decent but unremarkable appearance; and with All-Star Baseball leading the standings, there aren't many reasons to head to this ballpark.



PROTIP: A good way to freeze batters is to start a breaking pitch outside the strike zone, then move it in to trim the edge.

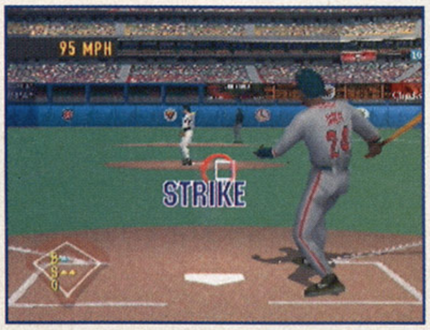


PROTIP: Another way to rack up strikes is to start a pitch just inside the strike zone, then use aftertouch to move it out of the batter's reach.

Skimpy Roster

In a great upgrade from the SNES days, Griffey now provides all the pro players, teams, and stadiums, as well as trades, drafts, on-the-fly defensive strategy, and the standard modes. Although that's a respectable lineup of features, Griffey has some huge holes. Speed bursts, switching between defensive fielders, instant replays, player creation, power swings, gamer-controlled slides, and changeable views are all missing—and sorely missed. Gamers expect these kinds of features from a baseball game, and their absence really hurts Griffey's fun factor.

If you're the forgiving sort, however, you'll uncover a fairly fun round of fast, action-packed baseball. It's not realistic—pitchers hurl 108 mph heat, the game bleeps to warn you when your opponent's stealing, and long fly balls seem to float forever—but it is the kind of arcade-style baseball that will appeal to the youngest end of the N64 spectrum.

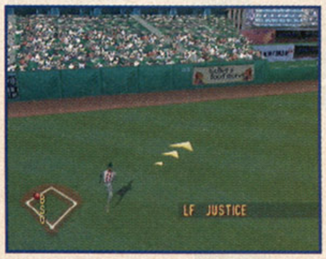


PROTIP: When pitching, you can prevent batters from locking on the ball cursor by applying aftertouch (use the analog stick) to add movement to the pitch.

Cracked Bat

Cursor-based batting and pitching rarely feel natural, but Griffey's has worse problems: Lining up the batting cursor on a pitch with the jittery analog stick is an exercise in sheer frustration. Fortunately, you can turn off the cursors and just tap Button A to swing away, which makes for a much more entertaining, arcade-style slugfest. Still, without a power swing or the ability to call, say, a hit-and-run, the limited depth gets annoying.

The pitching's fine, but the fielding isn't as tight as it should be. The outfield feels as big as Yosemite National Park, and without a speed burst, it's often difficult to move your sluggish fielder into position and cut off what should be a single before it hits the gap.



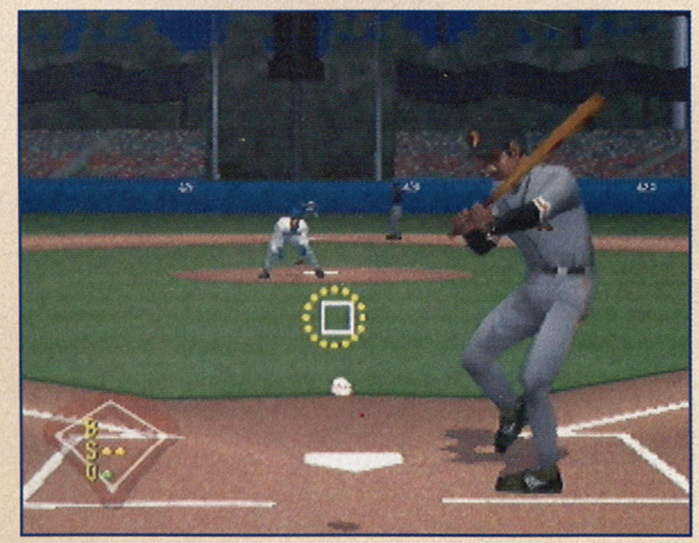
PROTIP: If you wait for the helpful yellow arrows to show up before fielding the ball, you'll be left out of the play. Instead, begin moving your fielder as soon as the ball's hit and chase its shadow until you see the arrow appear.

Goofy Griffey

As for graphics, Griffey's players gleam with cool stances and slick, realistic animations. However, their proportions are occasionally off (some players have freakishly skinny legs), and their overall look is muddy in comparison with All-Star's.

On the sound side, Griffey himself chimes in with comments like "He's got heat" after a strikeout—but he comes off pretty weak. And while the sound effects perform nicely, the umpire's too eager, often calling balls before they even cross the plate (which unfairly tips off the batter).

While Griffey's definitely not a bad baseball game, it pales in comparison with All-Star Baseball, providing little that shines through All-Star's shadow. Unfortunately for Junior, this one's a rental at best.

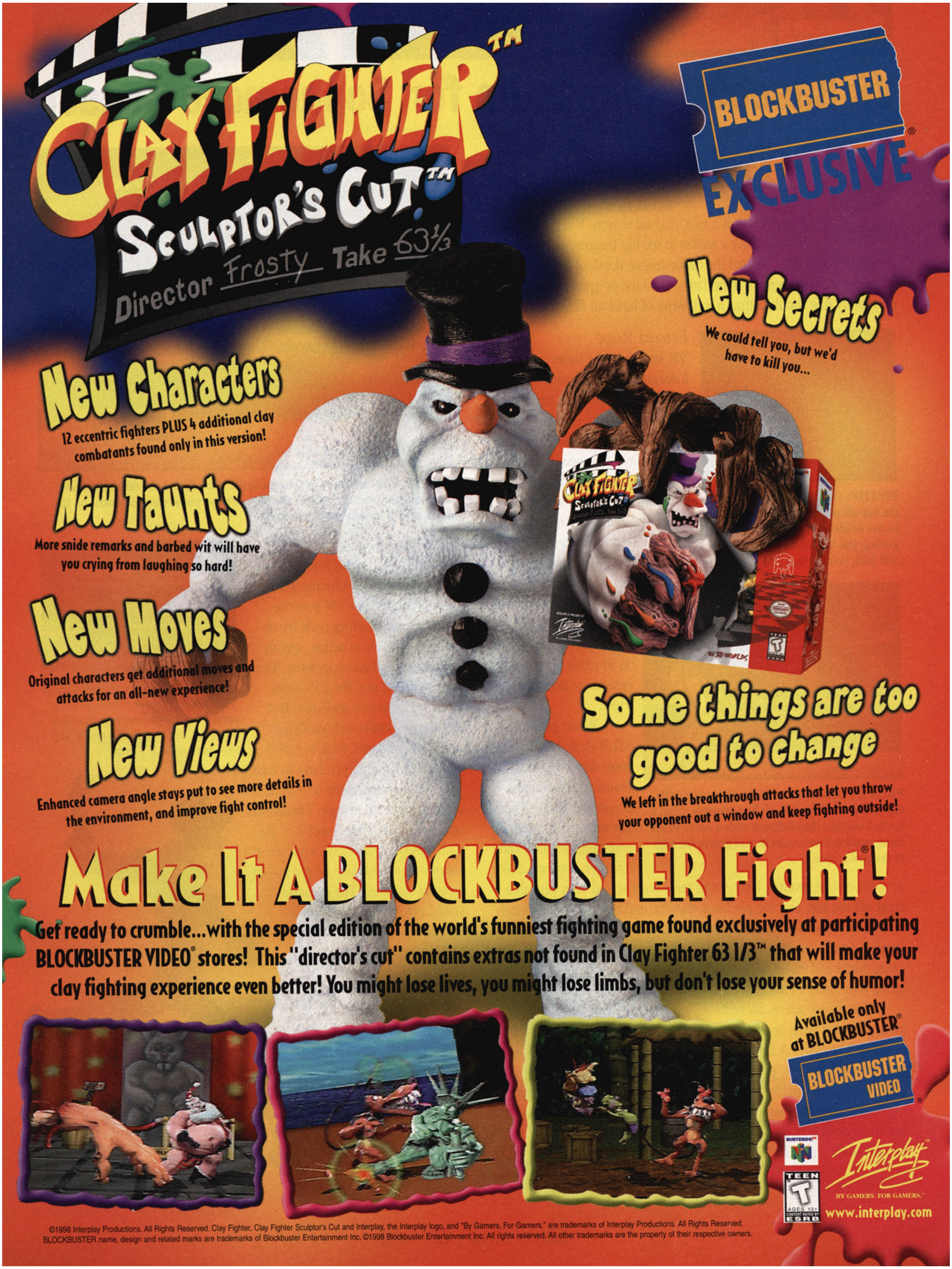


PROTIP: At the plate, it's easy to focus on the ball cursor, not the ball. But like the old cliché goes, you gotta keep your eye on the ball—if you don't, the pitcher will sit you down by varying ball speed.

Major League Baseball Featuring Ken Griffey Jr. by Nintendo

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

$59.95	2 players
96 megs	Challenge: Adjustable
Available now	Replay value: High
Baseball	ESRB rating: Everyone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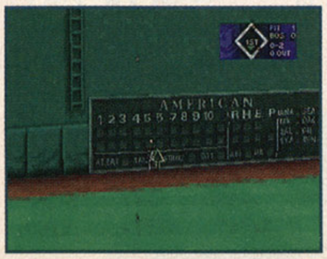
VR Baseball Shapes Up for Sophomore Season

VR Baseball '99

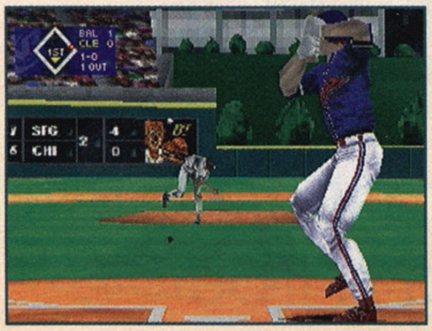
By Air Hendrix

PlayStation

Even though it's in its second season, VR Baseball '99 is still clearly a rookie in the big leagues, lacking the pro polish of Triple Play '99 and the major-league depth of MLB '99. But VR's got something more important—the kind of great controls and playability that should attract a following of baseball fans.



PROTIP: On defense, be sure to hit the cut-off man when the ball's deep in the outfield. If you're lazy about getting the ball in, the tough CPU will milk you for that extra base.



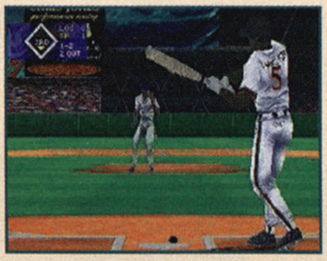
PROTIP: Don't be shy about throwing balls, especially to set up strikes: For example, blast a fastball outside, then follow it with a curve to the same location that breaks in and grazes the edge of the strike zone.

Frozen Rope

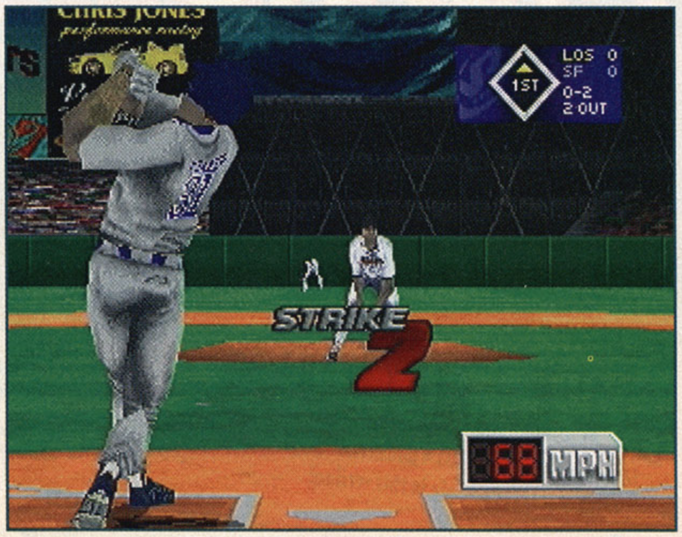
VR steps into the batter's box with a decent roster of features, including all the pro players, teams, and stadiums; Season, Exhibition, and Home Run Derby action; and instant replays. Managers can adjust their outfielders' positioning (but not their infielders') and make trades (but can't run drafts or create players). Impressive features, like a slick Pitcher Status screen that maps the location and type of all your pitches, score big, but some little things are missing, such as in-game access to the options or adjusting the view.

While games like MLB definitely offer more depth thanks to key features like create-a-player and Spring Training mode, VR's fast, entertaining action and intuitive controls make up a lot of lost ground. Everything feels natural and very playable right off the bat, and the pitching, batting, and base-running controls are some of the best in console baseball. Once again, though, some smaller details are missing, like speed bursts and the ability to move your batter in the box.

Fast-paced, action-packed gameplay also heats up VR's chances. The crafty A.I. makes for a tough opponent, gunning down steals and smartly rounding the bases, while the realistic but well-paced action delivers a fun day at the ballpark.



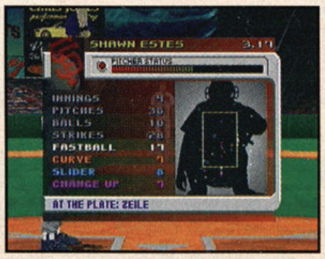
PROTIP: If you only use power swings, you'll get lots of pop flys and outs. Mix in some contact swings to get runners on base or when you're in a tight spot, like 1–2.



PROTIP: You can apply aftertouch to the pitch (using the directional pad) only until the pitcher releases the ball. Always put some movement on the pitch, or it'll usually get clocked.

Barely Foul

All of this year's PlayStation baseball games have problems with their graphics, but VR gets the most important thing right by delivering fast, clean action, speedy load times, and no choppiness. The cool stadiums and the CPU-controlled perspective rock, too. But the players, while well-modeled and well-animated, look too similar, and the pitcher pixelates in weird ways.

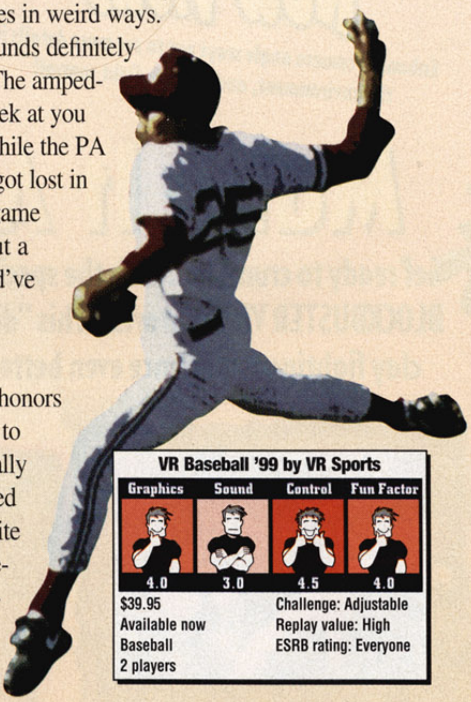


The handy Pitcher Status pop-up screen is an awesome way to check out what you've been throwing and how successful it's been.

VR's over-the-top sounds definitely commit an error, though. The amped-up crowd and vendors shriek at you with annoying intensity, while the PA announcer sounds like he got lost in an echo chamber. The in-game sound effects are tight, but a commentator or two would've added a lot.

Hot Prospect

While MLB '99 takes top honors this season, VR's got a lot to offer baseball fans, especially those who hate cursor-based batting and pitching. Despite all the rough edges, VR deserves to be scouted out—for many, it'll be worth trading for. G



VR Baseball '99 by VR Sports

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	4.0

$39.95
Available now
Baseball
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Everyone

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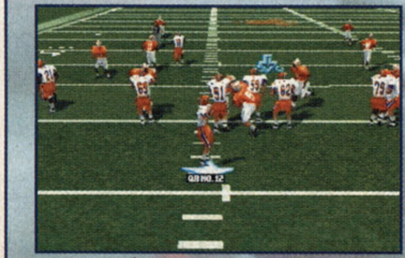
NCAA Football '99

PlayStation

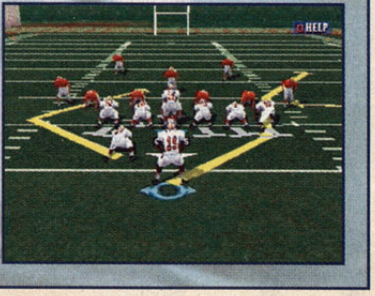
By The Rookie

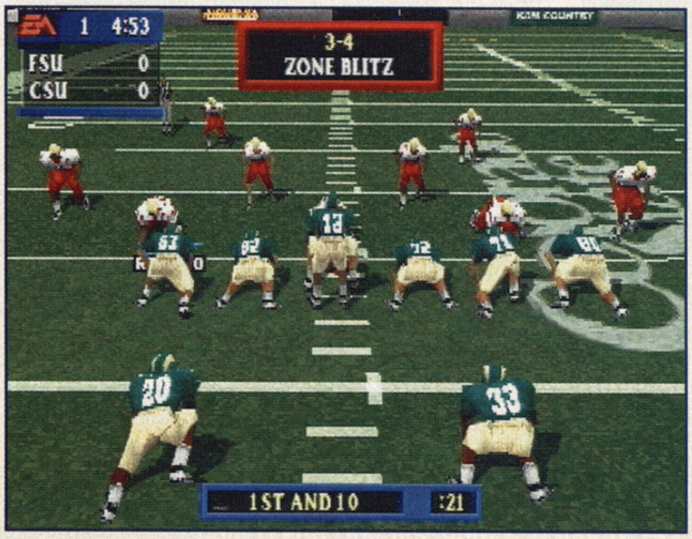
It's a Blue Chipper, Baby!



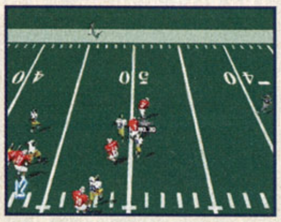
College gridiron fans, it's time to get geeked! EA's getting ready to release its follow-up to last year's NCAA Football '98, and you won't believe the improvements. NCAA Football '99 is graphically superior in every way to its predecessor and has a slew of new features that even Bear Bryant would be proud of.

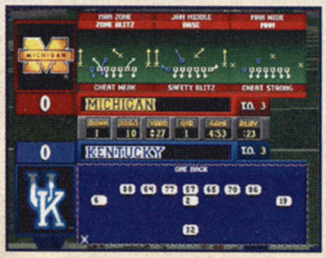
For starters, EA is expanding its revolutionary Dynasty mode to enable you to play unlimited seasons (instead of last year's four-season maximum) and recruit players to fill the spots left by graduating seniors. If that's not enough, you can be fired at the end of the year if your team has had a poor season. Moreover, NCAA will contain the best create-a-play feature in console football history: Not only are you able to pick your receiver and running-back routes, you can also make blocking assignments for every lineman. You can then save your plays and add 'em to your team's playbook.

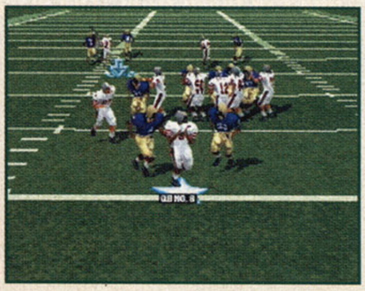


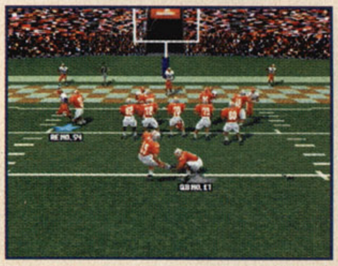


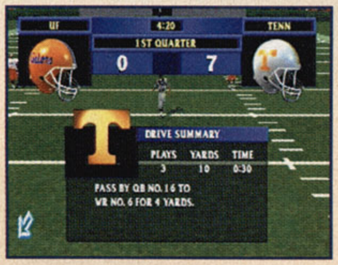
NCAA Football '99's sharp player graphics and in-depth sim features should push it to the top of the PlayStation college gridiron heap this summer.







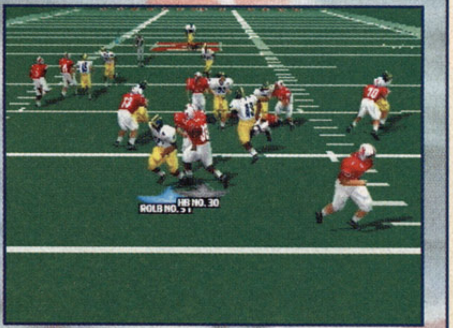




Developed by Farsight Technology
Published by EA Sports
Available August

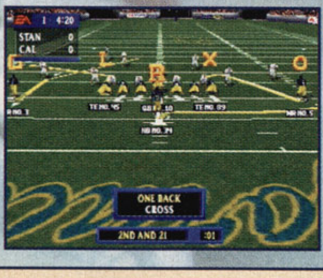
50% COMPLETE

Championship Contender

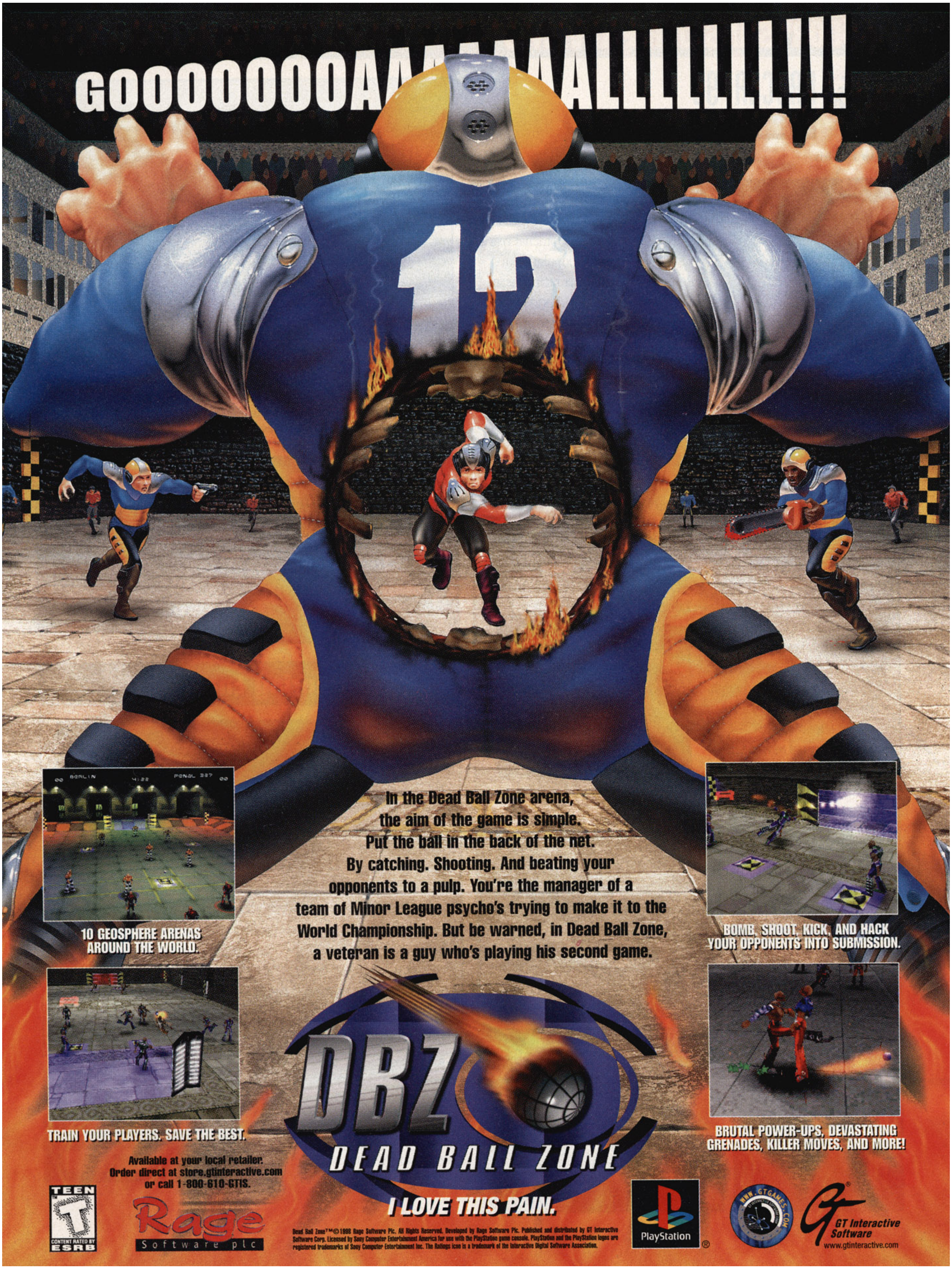


The obvious improvement to NCAA Football '99 is its graphics. EA ditched the flat "V-Poly" look, replacing it with fully polygonal player models that rival even those in GameDay '98. Players now move with smooth lifelike motions and the team uniforms are impeccably detailed. There are also a host of new animations, including wrap-around tackles and ankle-breaking juke moves.

The control and sound have also been enhanced. EA has incorporated analog-controlled passing that will enable you to throw to your receivers with pinpoint accuracy and you can now choose from three trajectories when kicking field goals or punting. On the sound side, you can expect a grip of school fight songs and chants that are geared to fit specific game situations.



Sporting a whopping 112 Division I teams, 40 great-game situations, season-end awards (including the Heisman Trophy), and the exclusive rights to the Orange, Fiesta, and Sugar Bowls, NCAA Football '99 looks like a surefire contender for the PlayStation's national championship.


12
DBZ
DEAD BALL ZONE
TEEN
T
CONTENT RATED BY
ESRB
Rage
Software plc
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GOOOOOOOAAAAAAALLLLLLL!!!

In the Dead Ball Zone arena, the aim of the game is simple. Put the ball in the back of the net. By catching. Shooting. And beating your opponents to a pulp. You're the manager of a team of Minor League psycho's trying to make it to the World Championship. But be warned, in Dead Ball Zone, a veteran is a guy who's playing his second game.

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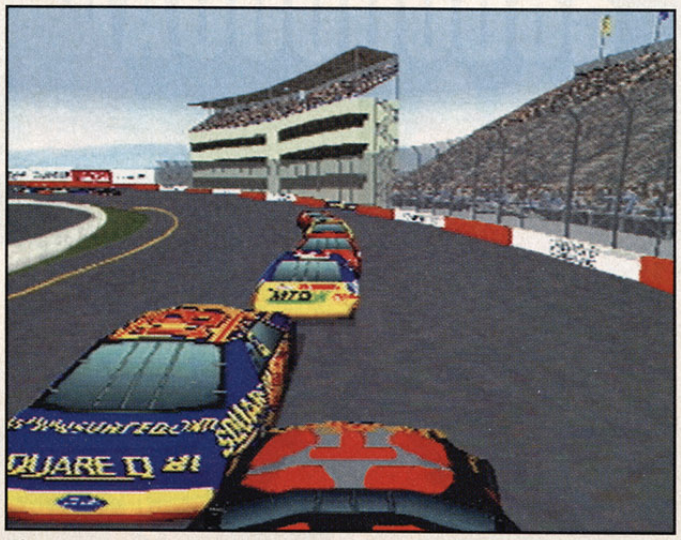
FIRST LOOK

NASCAR '99

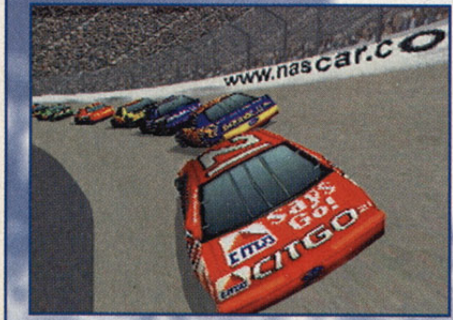
Nintendo 64 **PlayStation**

By Air Hendrix



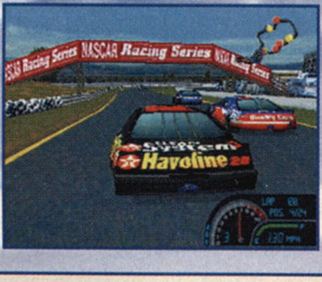
After a championship run on the PlayStation last year, NASCAR '99 is revving up for an even stronger season—and its rookie year on the N64.

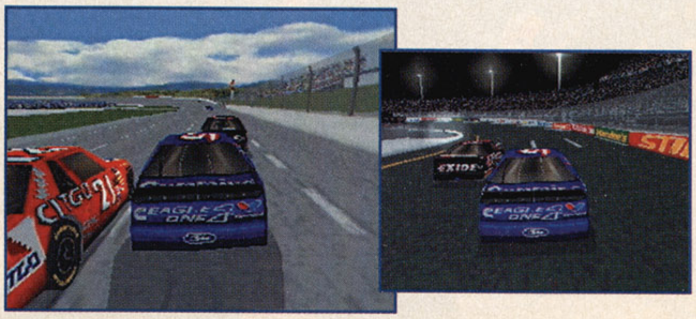
Rolling Start



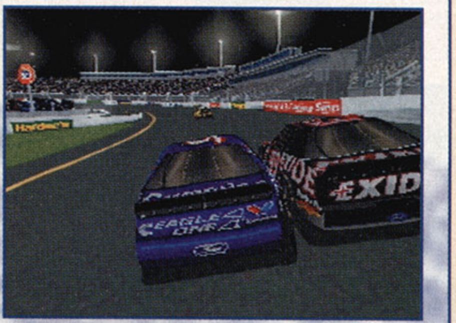
The phenomenal rise in the popularity of stock-car racing means that EA Sports has a huge, ever growing audience of race fans dying for some NASCAR action—and they're taking advantage of it with N64 and PlayStation versions of NASCAR '99. While the N64 version remains under wraps at press time, the PlayStation version looks like it's heading for a promising season with a new physics model and an impressive jump in the number of drivers and tracks.

Racers can bump fenders on 18 tracks (including superspeedways, road courses, and short tracks) as one of 31 drivers like Dale Earnhardt, Jeff Gordon, Mark Martin, Dick Trickle, Terry Labonte, Ricky Rudd, to name just a few. Longtime race buffs will delight in the selection of famed drivers of yesteryear, including Richard Petty, Cale Yarborough, and others. And though there's no word yet on a create-a-driver feature, NASCAR '99 does sport a cool new touch—night racing.





Roaring Engines



EA's also spent some time tinkering with NASCAR's sounds, and the deafening roar of the racing experience should be much more impressive in this year's game. EA has even recorded all-new car sounds inside a real-life NASCAR racer. Finally, the game features two commentators who call the race, and communications from the crew chief, who chimes in with tips on accidents, advice on fuel and tires, and words on what the rest of the field's up to.

Note: All screens taken from the PlayStation version.

Developed by Stormfront Studios
Published by EA Sports
Available Fall '98

50% COMPLETE

Respected coach and video gameologist Tom "The Thumb" Blake says the more you know about video games and video gameology, the more you win. And the more you know exactly how much you know, the better. That's why he recommends

Testing Your Video Gameology I.Q.

Essay Question

Please use examples and include a bibliography of all references.

Video Games are the key to solving world peace because:

Billy had four video games. Suzie had three games at home and two that she left behind when she recently visited Seattle. If a westbound train leaves Billy's house at 6 PM and an eastbound train leaves Seattle at 8 PM, how many games will Billy have if he buys one third more than Suzie gave to a guy named Bud? The wind is out of the east. Show all your work.

Can you pat your head and rub your stomach at the same time?

a. Yes
b. No
c. All of the above
d. 8
e. None of the above

HOW DO YOU SPELL GAME BOY?

a. G-a-m-e--B-o-y
b. F-r-a-n-k-f-u-r-t-e-r
c. Yes. But only if the hypotenuse is less than or equal to 34
d. 1776

Here's a gimme. What store that begins with the letters T-A-R-G-E, has all the best games and gear like Game Boy Camera and the new Game Boy Pocket Blue at great prices like $49.99 EACH

GAME BOY camera
OFF ON
POWER
Nintendo
GAME BOY pocket
Nintendo
B
A
SELECT START

Game Boy Camera available in green, blue, red and yellow.

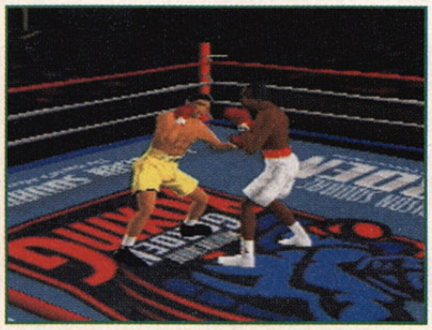
Get into the game.

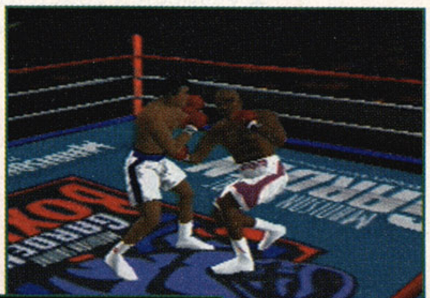
TARGET
EXPECT MORE. PAY LESS.

FIRST LOOK

Untitled EA Sports Boxing

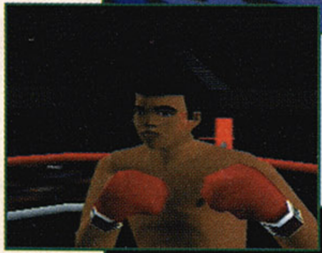
PlayStation

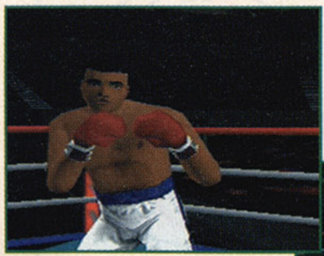


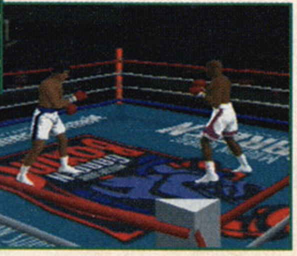


EA Sports is ready to knock you out with the first boxing game for the PlayStation (it's about time!)—and judging by its lineup of fighters, this game could pack a serious punch. You compete in three divisions, light-, middle-, and heavyweight, jabbing and hooking your way to the championship against some of the biggest names in boxing history. The game holds exclusive rights to Evander Holyfield, Oscar De La Hoya, Muhammad Ali, Sugar Ray Leonard, and includes such legends as Rocky Marciano, Joe Louis, Roberto "No Mas" Duran, Jake LaMotta, Pernell Whitaker, Lennox Lewis, Floyd Patterson, Jack Dempsey, and "Marvelous" Marvin Hagler. If the gameplay is as impressive as the challengers in the ring, EA Sports Boxing could be a title contender this fall.

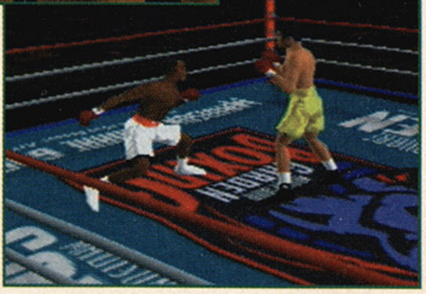
—Johnny "Boom Boom" Ballgame







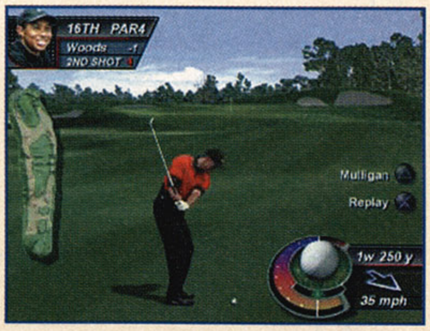
Developed and published by EA Sports
Available Fall '98
50% COMPLETE

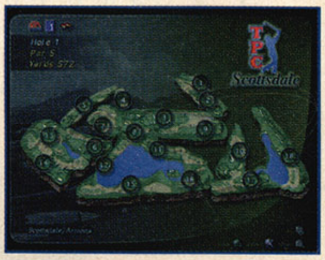


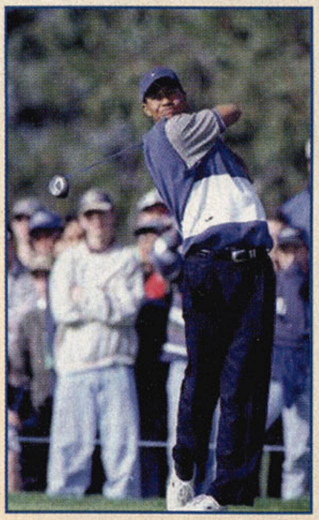
FIRST LOOK

Tiger Woods '99

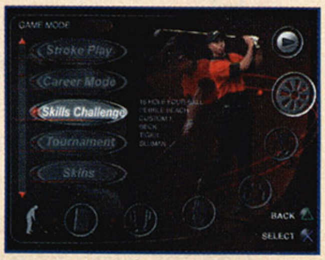
PlayStation


15TH PAR4
Woods -1
2ND SHOT
Mulligan
Replay
1w 250 y
35 mph

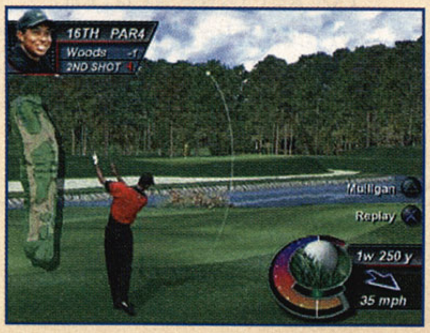

Hole 1
Par 5
Yards 572
TPC
Scottsdale

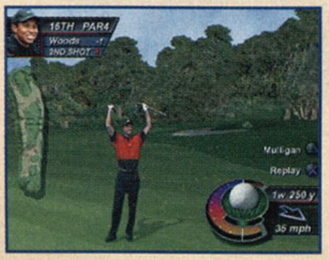


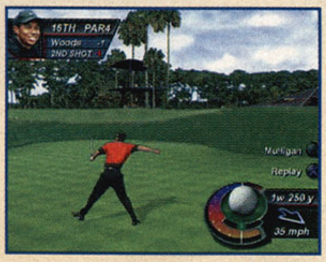
The most over-hyped golfer in history is swinging his way onto the PlayStation, and he's bringing his legendary game and fist-pumping celebrations with him. Tiger Woods '99 enables you to play as or against 15 of the top PGA professionals (Tiger, Mark O'Meara, Brad Faxon, and others) on five celebrated courses, including TPC at Sawgrass and at Summerlin. You can practice hitting 300-yard tee-shots on the driving range or even perfect your short game on the chipping and putting greens. The 3D engine promises real-time moving cameras that'll tail the ball in flight and galleries of spectators who will either follow and cheer you when you're on a hot streak, or disappear as you fall behind. If Tiger Woods '99 can play as well as its endorser, it might just be the golf game of the year.*—J. Boogie*


GAME MODE
Stroke Play
Career Mode
Skills Challenge
Tournament
Skins
BACK
SELECT

Developed and published by EA Sports
Available September
20% COMPLETE


15TH PAR4
Woods -1
2ND SHOT
Mulligan
Replay
1w 250 y
35 mph

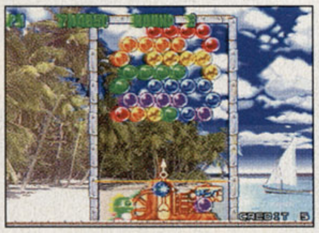

15TH PAR4
Woods -1
2ND SHOT
Mulligan
Replay
1w 250 y
35 mph


15TH PAR4
Woods -1
2ND SHOT
Mulligan
Replay
1w 250 y
35 mph

BUBBLES ON YOUR BRAIN?

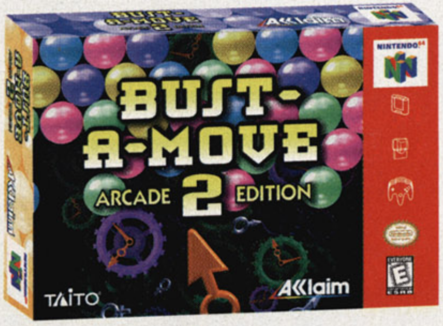
Beware. It can happen to you. And your loved ones. No one is safe from the thirst to burst. The lust to bust. A massive appetite to pop bouncing bubbles. A raging desire to survive hanging colored clusters of multicolor-destruction. An endless need to load up the bubble-cannons and annihilate the greedy globules before they annihilate you! Don't even think about the muscle-twitching paranoia of 2-player split-screen action... life is too precious. Because, once Bust-A-Move 2™ gets into your system, you're a bubble slave...forever!

2-player competitive mode!



Brain-busting challenges on every board!

Whose a better buster ♀ or ♂?



● **Available now!** ●

EVERYONE
CONTENT RATED BY ESRB

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PlayStation®

NINTENDO64

MATURE
M
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WIN'95
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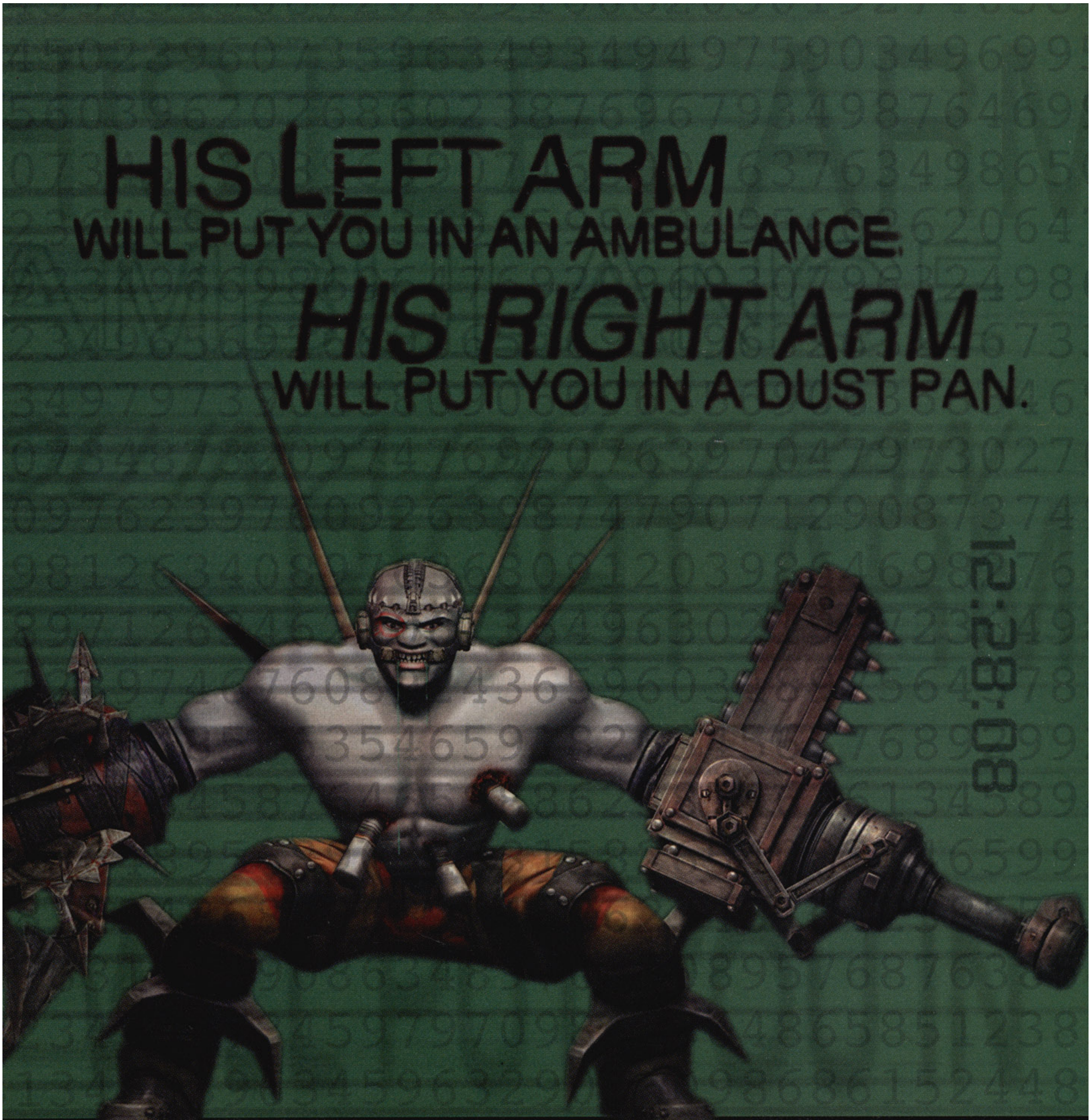
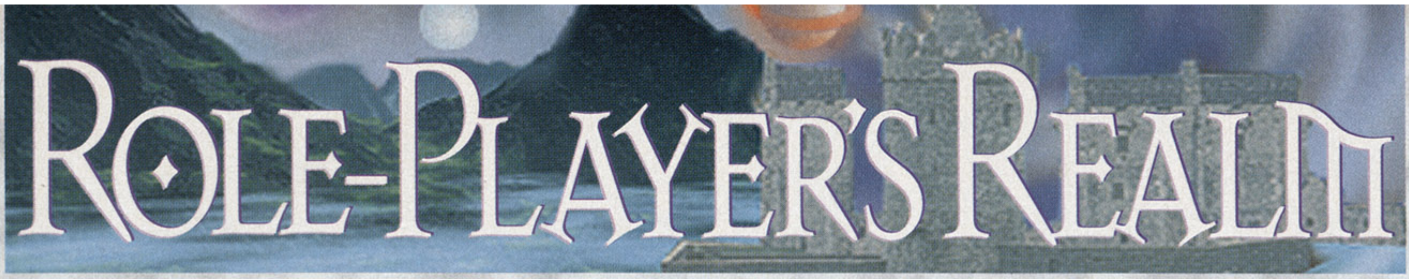

HIS LEFT ARM
WILL PUT YOU IN AN AMBULANCE.
HIS RIGHT ARM
WILL PUT YOU IN A DUST PAN.
12:28:08

Destruct with
robotic attachments.

Pulverizing arm canons
waste opponents.

Hover in multilevel, 3-D arenas.



ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • JULY '98

The Granstream Saga

By Robinson Hood

PlayStation

One of the most enjoyable new role-playing games of the year, The Granstream Saga will spellbind gamers with its intriguing story line, evil enemies, and frantic fighting action. If you like your RPGs packed with impending doom, devilish foes, and heart-stopping heroics, you'll scream over Granstream—it's just the fright you need to jump-start your summer.

When Disaster Strikes

You play as a magically gifted orphan caught in the ongoing battle between good and evil. The fiendish imperial army, commanded by the demonic Mah Oh, is slowly submerging the four continents of your homeland under water—and only you possess the sword-wielding skills and enchanted scepter to stop them. Along your journey, you solve puzzles, explore labyrinths, and slay a slew of sorcerers, beasts, and armor-clad warriors. Instead of traditional turn-based fighting, you're free to move around and attack in real-time, 60-frames-per-second, one-on-one warfare, using your weapon (sword, dagger, or axe), casting spells, and blocking with your shield.

Character control is amazingly fluid: During fights, you're able to dash and to dodge opponents while positioning yourself to inflict deadly damage. You can also rotate the camera a full 360 degrees to uncover hidden areas. Item menus are simple to use, and traveling between level maps is a breeze. The only feature missing is a map mode to help you navigate some of the more confusing caverns and mazes.

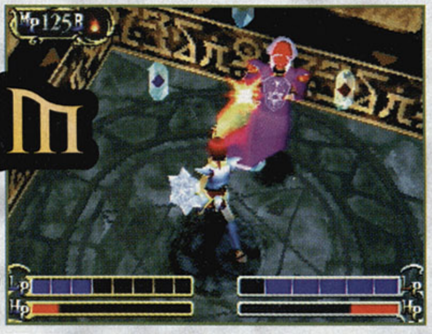
The Saga Continues

Granstream's graphics shine with smooth-looking polygonal characters, cool anime cut scenes, and fantastic spells. The environments are dark and creepy, and over 60 different types of enemies keep the game visually fresh throughout.

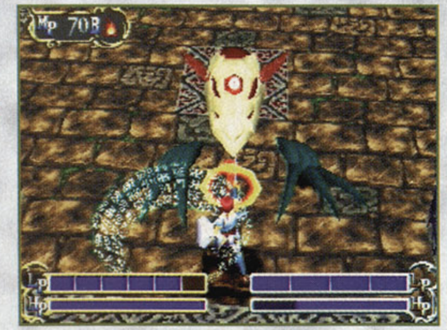
Soundwise, the eerie dungeon music fits Granstream's mood perfectly and draws you into the scary atmosphere of the game. Other audio highlights include clashing weapons and voice-overs during most of the cut scenes.

Guts and Glory

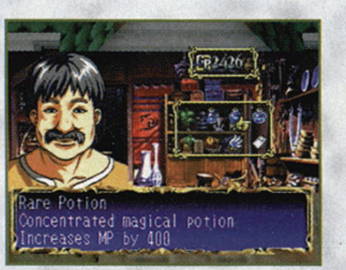
The Granstream Saga seamlessly blends classic RPG elements (puzzle solving, spells, saving mankind) with those of the action/fighter genre, making it a must-buy for gamers seeking a fun, challenging adventure. If you've got the guts to stand up to evil, step into Saga...the sinking world is waiting. G



PROTIP: When battling Levante, charge before he begins to cast a spell, then swipe at him with your sword. If he blocks the attack, sidestep for a better angle while hitting him with your Flare Saber.

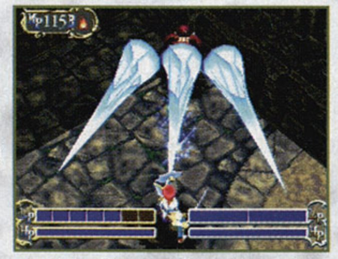


PROTIP: After destroying both of Bordlang's claws, use the magic Flame Shot to kill the beast from a safe distance.

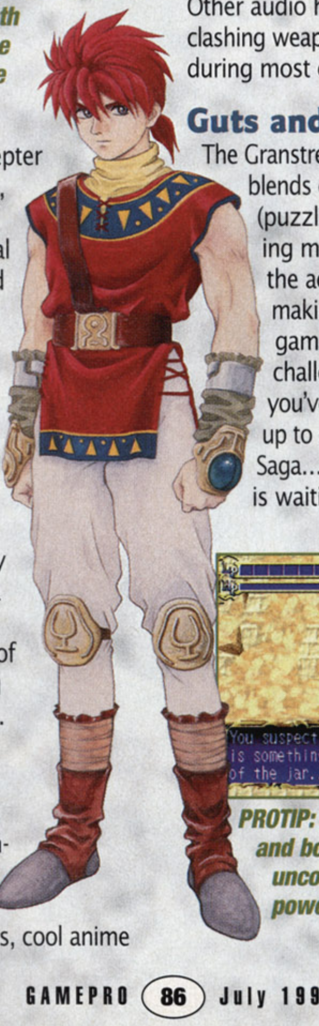


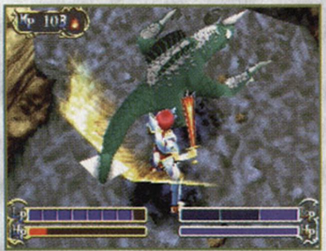
Rare Potion
Concentrated magical potion
Increases MP by 400

PROTIP: Stock up on herbs and potions at the town Apothecary before heading into battle. Forgetting to purchase these items can cost you your life later.

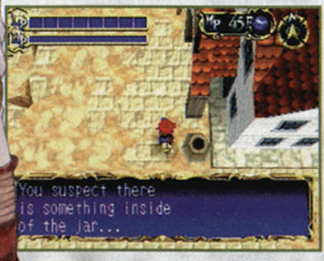


PROTIP: The best way to kill Legar (the sorcerer) is to keep away from him and block his magic with your shield. After he's finished casting his spell, zap him with your Fire Shot.





PROTIP: When you see Zillo's tail begin to glow purple, tap ↓, ↓ to quickly back away from his unblockable tail whip.



You suspect there
is something inside
of the jar...

PROTIP: Inspect every jar and box in each level to uncover hidden power-ups.

The Granstream Saga by THQ

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	5.0

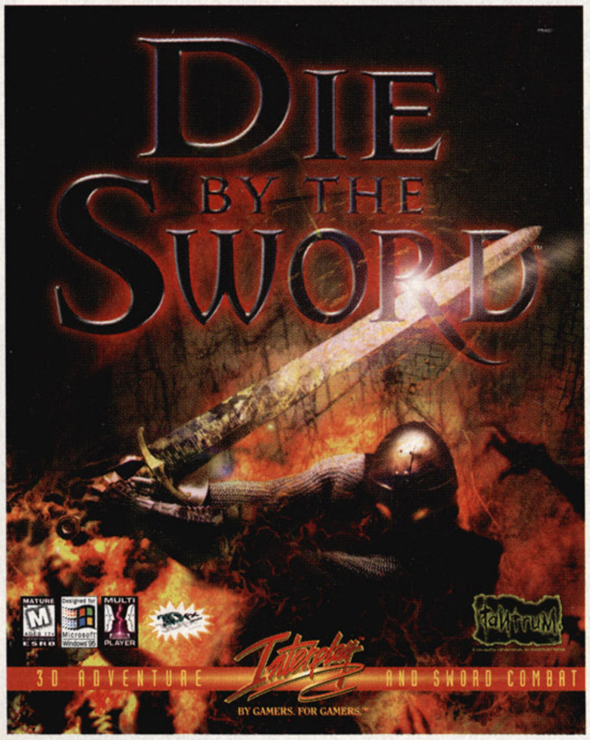
$49.95
Available June
Action RPG
1 player

Challenge: Intermediate
Replay value: High
ESRB rating: Teen

This is the absolute BEST game I have EVER played in my WHOLE ENTIRE LIFE!!!

I can't believe how super mobile the character is and the screen cam shots are INCREDIBLE! The gaming world has been waiting for a game like this since Ultima. I have not been able to stop playing the game since I first downloaded. Even when I am NOT playing, I am thinking about different techniques, movements, and possibilities this game has. I am definitely getting this game. Posted by Gina Shaw on March 16, 1998 at 18:03:51: //**Awesome, that's all I can say.** Posted by digriz on March 17, 1998 All I can say is **this game kicks, major, major ass.** It's got **depth, a plot, a sense of humor, GREAT graphics..** it's smooth as silk. It's nice to see [Tantrum] Interplay publishing games like I remember when I was a kid in the 80's. Keep up the good work, **too much eyecandy for one night, have to pick the sugar out of my tearducts. That was a great game!** Posted by Javelin

on March 28, 1998 That was a cool game! I can't **doubt about picking up this title, have no fear Treyarch]!!** // Shields and Aux Weapons Posted is the pinnacle of games. Congrats to all who took on March 22, 1998 **It is better than any other blood and gore.** Interplay's [Tantrum/Treyarch] out there. **All I can say is...KICK ASS** Posted time somebody figured this out. **Vsim is what** Keyboard VSIM rules! Be Zorro!! Posted by Skazz who think **this will be one of the best games** slash to finish off an orc, or the very effective Skazz (From the DBTS message board) From: By the Sword...Any good?, Newsgroups: comp. Picked it up this afternoon, very very cool. **stick, you know when you've cut through** clear across the room and watching him bounce oasis.novia.net) //Newsgroups: comp.sys.ibm.pc. Any first impressions please, Date: Mon, 30 Mar design is also good reminds me of Tomb Raider, stuff... Ai: better than some of the other first chase you if you try to retreat, kobolds run and **games that I have played. To those who are it gets a major YES from me.** I love how much



Now Available

wait for a add-on level pack! **Anyone having any its a winner!!!! Congratulations Interplay [Tantrum/** by Canis lupis arcticus on March 14, 1998 This part of its creation. // What??!!?!? Posted by Canis **that has ever been made. It is a pinnacle of** best is better than the best of any other company by SpHeRe on February 27, 1998 Wow! It's about **we always wanted and then some.** SpHeRe // on March 14, 1998 First I'll add my voice to those **of this year....** I love the "trademark" ZORRO downward diagonal swipe to decapitate a kobold. Joel Mack <whooter@novia.net>, Subject: Re: Die sys.ibm.pc.games.action, Date: 25 Mar 1998: VSIM is the only way to play, and **with a FF joy-something.** There's nothing like swatting a Kobold off the wall. Heh. Joel Mack (whooter@ games.action, Subject: Re: Die By The Sword - 1998 The game graphics are quite good The level can go multiple ways of completing a level, good person/third person games I've played, enemies hit, all in all it's quite good. **It's one of the best not sure if this game warrants a purchase,** control you have with the character and it reminds

me of those vicious fights in the movie Braveheart :) From: mcaldera@fix.net (Matt Calderaz), Newsgroups: comp.sys.ibm.pc.games.action, Subject: Re: Die By The Sword - Any first impressions please, Date: Mon, 30 Mar 1998 I was f*cking blown away by the demo! And **the full game is nothing short of spectacular.** And the level design seemed imaginative enough to me. Ai: it's getting extremely difficult. It's at the point now where I wish there was a bug in the AI to exploit so I could defeat all those damn skeletons! **I actually got it for $42. But even at $50 I would have no problem buying it** and I think it will be **one of the best action games of the year.** Newsgroups: comp.sys.ibm.pc.games.action, Subject: Die By The Sword review, Date: Mon, 30 Mar 1998 This game is really a Sword Simulation, where player decides where to start and end a swing. All the creatures are modeled according to real physics. They jump, dash, and swing like a real thing. **The best part is, when the creature's weapon and yours tangle together, you can see sparks coming out.** That is very neat. The environment in the level is well balanced and deadly. Lava, swinging blade, crushing stone, water, explosion.... Especially the swinging blade level. Sound is well done too. Sword, screaming, insults are every where. At some point, the music will get tense, and it **forced me to look around just to make sure there is no creature there to ambush me.** Overall, this game lives to my expectation. With the **flexible control, good graphics, real model, and lots of replay value, it is a very cool game.** Let me know what you think.

MATURE M AGES 17+ CONTENT RATED BY ESRB

Designed for Microsoft Windows 95

Developed by TREYARCH

www.interplay.com/dbts

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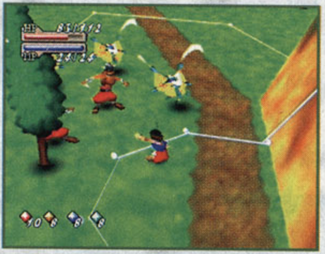
Interplay
BY GAMERS. FOR GAMERS.™

Quest 64

Nintendo 64

By Sir Scary Larry

Selling an RPG for the Nintendo 64 should be one of the easiest things in the world: Diehard RPG fans, salivating over the upcoming Legend of Zelda: Ocarina of Time, are ready to pounce on anything that remotely looks like an RPG for this system. But they may have to wait a while longer, because Quest doesn't fulfill the requirements of a full-fledged RPG.

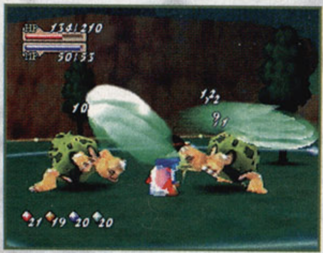


***PROTIP:** When facing different enemies during the same battle, target the multiple-projectile foes first. Their hits add up quickly, and they usually move faster than other opponents.*

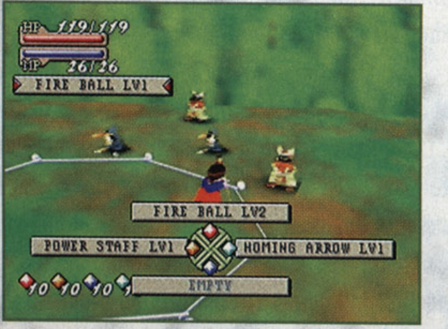
RPG for Beginners

Quest may appeal to gamers who think that overly adorable creatures (Were-Rabbits, for crying out loud) and little-league gameplay are right up their alley, but the majority of RPG fans are looking for something more substantive in their quests. Quest 64 stutters right from the start with very elementary gameplay, involving ineffective spells, and a very boring story line. Moreover, the simple interface is offset by incredibly tough battles that make the game seem more unfair than fun.

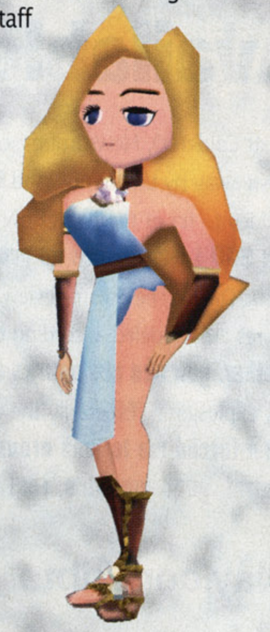
The game also shies away from traditional RPG elements. There are no treasures to find or gold to accumulate; everything is given to you in the towns, including health power-ups and talismans. The only thing you're required to do is get from town to town. As you build up your character's levels, you increase his magic powers (as applied to four different crystals representing earth, wind, fire, and water)—but the spells do far less damage than the staff you carry for whacking enemies with.



***PROTIP:** When an enemy hits you with a freeze spell (which paralyzes you), use projectile spells (like Wind Cutters) which have a wide range and don't require exact targeting.*



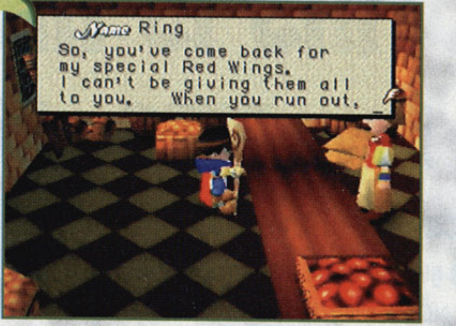
***PROTIP:** Before advancing to the next town or situation point, be sure to fight as much as you can. Enemy toughness rises incrementally faster than your experience does, so stick around and start some trouble before moving on.*



Quest Is Too Qute

Graphically, the game is populated with huge, one-dimensional polygons, making the backgrounds seem lifeless and uninspired. The main character is well illustrated, as are most of the enemies, but the spell effects look like they flew straight in from a Saturday morning cartoon. The sound fares much the same, with standard music and wacky sound effects during battles.

The menu interface can be confusing at times, requiring you to weave your way through three or four menu selections before finding the spell you want. There's no RPG logic to destroying the enemies, either: Water-based enemies aren't adversely affected by fire spells, fire-based enemies aren't affected by ice spells, and so on.

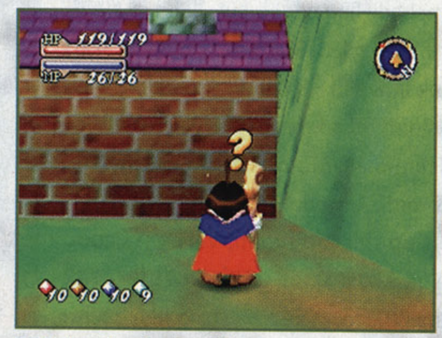


Ring
So, you've come back for
my special Red Wings.
I can't be giving them all
to you. When you run out,

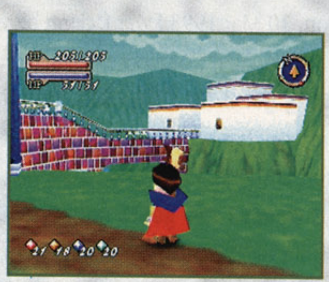
***PROTIP:** The first thing you should find in every town are the Town Wings. These will allow you to come back as many times as you like (provided you pick up the wings every time you're in town).*

Too Many Quest-ions

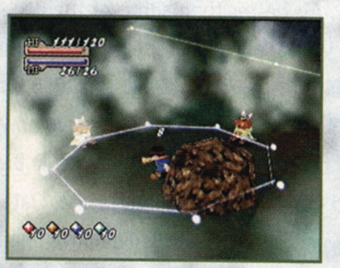
There aren't any Nintendo 64 RPGs to compare Quest with, but as far as RPGs go in general, this game couldn't hold its own against anything else out there. When Zelda is released, Quest will be as easily forgotten as last Wednesday's lunch. Until then, however, Nintendo 64 owners don't have much choice, and Quest could take up some time in the lonely interim. **G**



***PROTIP:** Check carefully in every out of the way place for Spirits. These gem-enhancing power-ups can be found outside of most buildings in the wilds.*



***PROTIP:** Once your levels are fairly well built up, travel back to towns from the beginning of the game and search out areas you didn't have the stamina to investigate before.*



***PROTIP:** Move your joystick as soon as an enemy fires a shot at you. Some spells can be avoided simply by running around the projectile.*

Quest 64 by THQ

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

$69.95
Available now
RPG
1 player

Challenge: Intermediate
Replay value: Low
ESRB rating: Everyone

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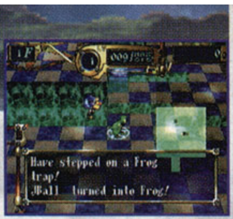
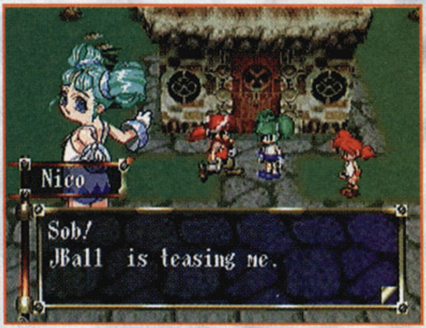

Have stepped on a Frog trap!
JBall turned into Frog!

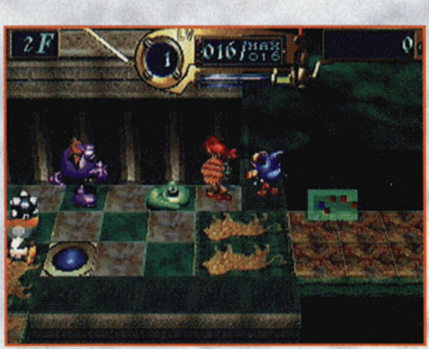
HANDS-ON PREVIEW

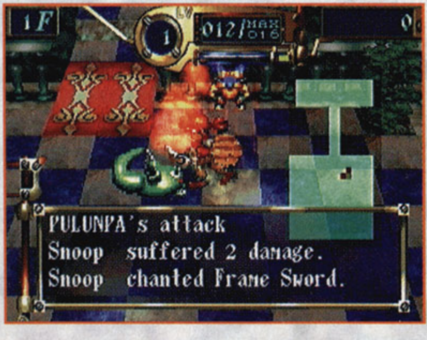
Azure Dreams

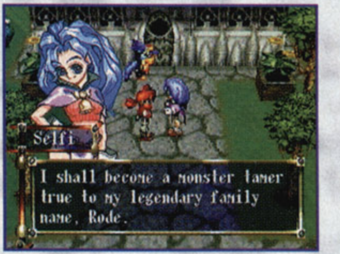
PlayStation

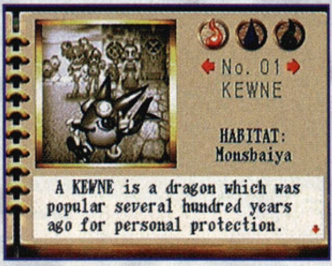
In Konami's latest action/RPG, you play as a teenage "monster tamer" who must raise and train creatures to help you fight enemies and find your missing father. Just outside town, there's a monster tower (the place your father was last seen!) filled with traps, creatures, weapons, and extremely valuable monster eggs. Once you've collected an egg, you can either sell the unborn creature or incubate the new monster. It's definitely a gamble, though: even if you need the money (it's more profitable to sell unhatched eggs than raise monsters), you might end up selling the unhatched egg of a strong creature who could've helped you later in battle. Azure Dreams is already a fun and intriguing game that could hatch into a monster hit this summer.—*Robinson Hood*

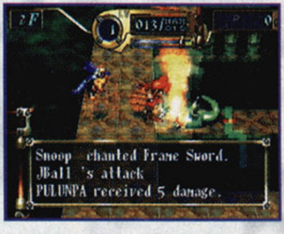

Nico
Sob!
JBall is teasing me.




PULUNPA's attack
Snoop suffered 2 damage.
Snoop chanted Frame Sword.


Selfi
I shall become a monster tamer true to my legendary family name, Rode.


No. 01
KEWNE
HABITAT:
Monsbaiya
A KEWNE is a dragon which was popular several hundred years ago for personal protection.

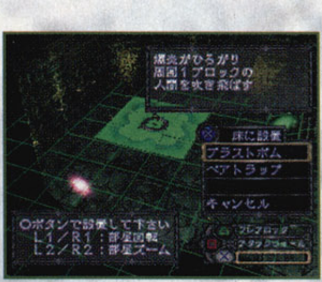

Snoop chanted Frame Sword.
JBall 's attack
PULUNPA received 5 damage.

Developed and published by Konami
Available June
80% COMPLETE

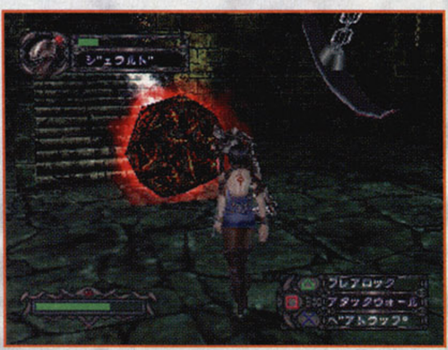
FIRST LOOK PREVIEW

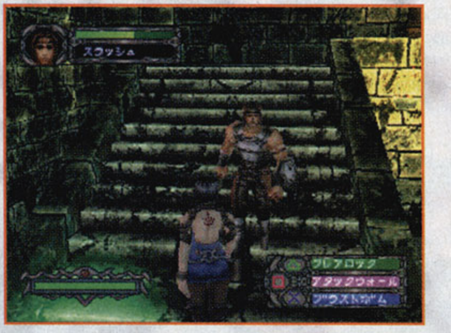
Deception II

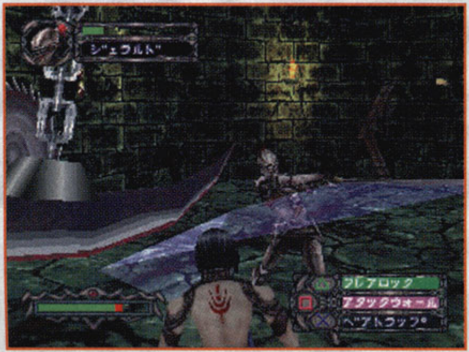
PlayStation


爆炎がひろがり
周囲1ブロックの
人間を吹き飛ばす
○ボタンで設置して下さい
L1／R1：部屋回転
L2／R2：部屋ズーム

Deception II, the prequel to the devilishly fun and original Satan's-little-helper game, Tecmo's Deception, looks to capture gamers with its improved graphics and wicked new gameplay. You can brainwash and condition characters to do your dirty work, use trap combinations to set off multiple traps at once, and enjoy greater variety with the game's multiple endings. The interactive 3D environment even features moving walls, saws, boulders, and pendulums, which make every exploration a dangerous challenge. RPG fans, beware! Deception II might be September's most sinful pleasure.
—*Robinson Hood*





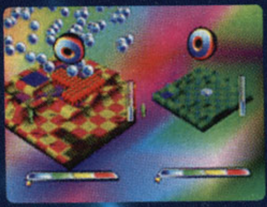


Developed and published by Tecmo
Available September
50% COMPLETE

ocean

Dam!..

DAM!.... DAM,



Dam, Dam,

Dam, Dam.

DAM!

There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and some unholy being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.

That pretty much covers it.

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

NINTENDO64

ZED TWO
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Wetrix™

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The Worm Has reTurned.
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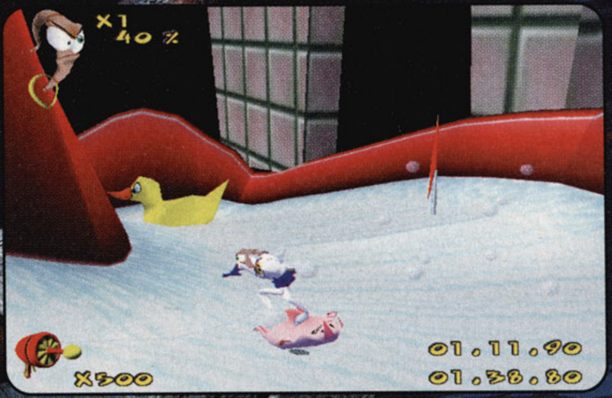
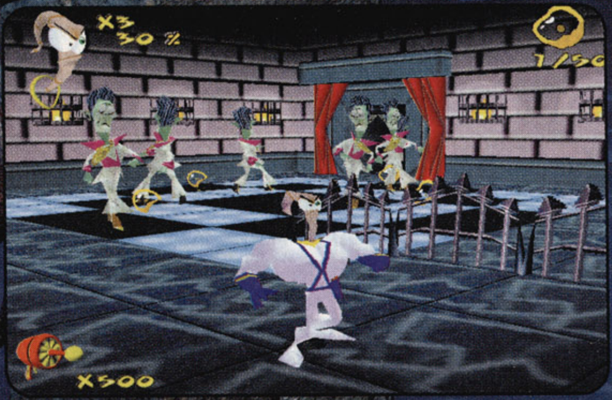
JIM USED TO BE SHALLOW, NOW HE'S GOT DEPTH.

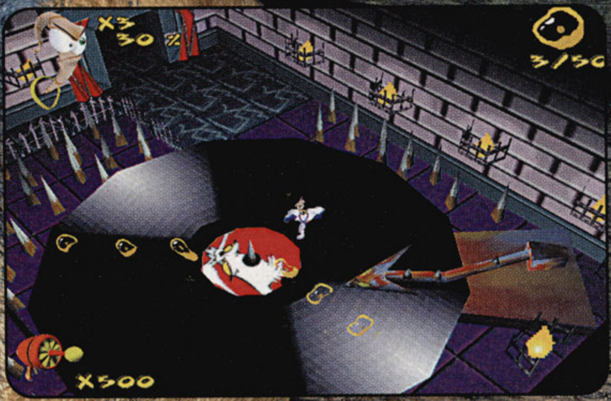
After getting konked on the noggin, Jim back flips, pig-boards, and helicopter heads his way through six neurotically insane levels of his own unconscious brain. Better yet, he gets to romp around freely in lush 3D environments. But do you want to tell our studly hero that it's "all in his mind" or should we?



Ever go pig-boardin'? Groovy!



Watch Out For The
Dreaded Disco Zombies



Jim's Brain Cells Go For A Spin

Worming Your Way Fall '98

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Developed By

PlayStation ®

NINTENDO64

Designed for Microsoft® Windows®95

RATING PENDING RP CONTENT RATED BY ESRB

THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES

Double Whammy!

This month, go head-to-head with two hot fighting games—Tekken 3 and Mortal Kombat 4!

Tekken 3 part 2

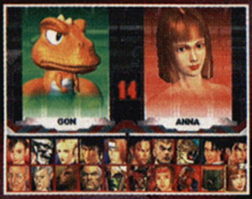
PlayStation

Tekken 3 hits the PlayStation with all the knuckle-bruising excitement that made it an arcade phenomenon! In this second installment, we give you all the Special Attacks, throws, and high-hitting combos for the remaining hidden characters, including PlayStation-only fighters, Gon and Dr. Boskonovitch!

By Johnny Ballgame and Major Mike

Play as the Hidden Characters

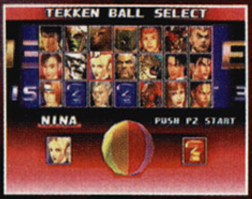
Sub-Bosses



To play as any of the sub-bosses, finish the game with each of the 10 main fighters without switching characters during play. Each time you beat the game with a different character, you get a new sub-boss.

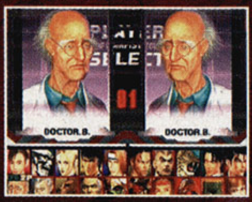
Note: This technique for accessing the sub-bosses was tested on a preliminary version of the game and may be changed in the final version.

Gon



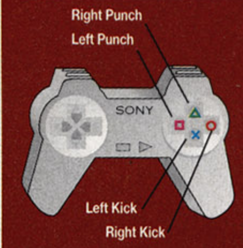
To play as Gon, finish the game with each of the regular fighters. After you finish the game with the tenth regular character, a new game option will be available—Tekken Ball mode. When you play a game of Tekken Ball, your first opponent will be Gon. If you defeat Gon, he will be added to the lineup of playable fighters.

Dr. Boskonovitch



To play as Dr. Boskonovitch, you must finish the Tekken Force Mode three times. Each time you complete a Force Mode game, you will be awarded a key. After you collect all three keys, enter the mode a fourth time. At the end of the fourth game is Dr. Boskonovitch. If you defeat the Doctor, he will be added to the lineup of playable fighters.

Controller Legend



LK = Left Kick

RK = Right Kick

LP = Left Punch

RP = Right Punch

Motion = Move the joystick in one smooth, continuous motion.

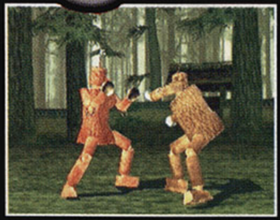
Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

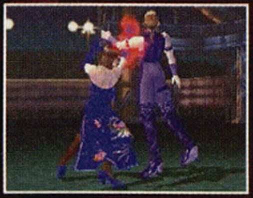
Mokujin



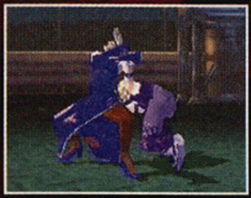
Mokujin (the "tree") randomly mimics each fighter in the game, except Ogre and True Ogre.

Example of a Linking Move

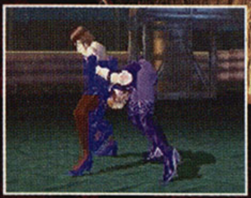
Linking moves require you to perform a series of button presses quickly and without interruption. For example, to execute Anna's three-hit Double Arm Breaker, enter all the button presses immediately after you perform the Face Smack.



When in close, motion ↓ ↘ → (LP RP) for the Face Smack...



...then as Anna grabs her opponent to perform the Face Smack, quickly tap LP, LK, RP, LP to link the Face Smack to the Arm Breaker...



...then immediately after you enter the button presses for the Arm Breaker, quickly tap LK, LP, RK, (LP RP), (LP RP) to do the Double Arm Breaker.

GON

Throws

Playing Catch

When in close, tap (LP LK) or (RP RK)

Rag Doll Slam

When in close to your opponent's left side, tap (LP LK) or (RP RK)

Big Swing

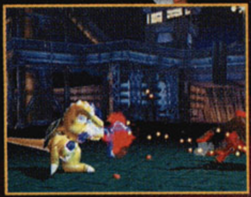
When in close to your opponent's right side, tap (LP LK) or (RP RK)

Tackle-Stomp

When in close behind your opponent, tap (LP LK) or (RP RK)

special attacks

Power Punch



Hold ←, tap LP

Uppercut

Motion → ↓ (↘ LP RP)

Fire Spit

Tap (LP RP)

Juggle Starter

Tap (↗ LP) or (↖ LP)

Helicopter Kick

Hold →, tap (RP LK)

Green Fart

Tap (← RK)

Sleep

Tap (↙ LP RP)

Spinning Tail Whip

Tap (↑ LK RK)

Tail Swipe

Hold →, tap LK, LK

Back Drop

Tap (↗ LP RP) or (↖ LP RP)

Tail Whack

Motion ← ↙ ↓ ↘ → (↙ LK RK)

Shin-butt

Motion ← ↙ ↓ ↘ → (↘ LK RK)

More special attacks

Punching Bag
Tap LP, LP, LP, LP

Rushing Headbutts
Tap (→ LP RP), (LP RP), (LP RP)

Spinning Sawblade
Tap →, (→ LP RP)

Sleeping Tail Whip
Tap (↙ LP RP), LK

Belly Flop
Tap ↗, (LP RP)

Backwards Roll
Tap (← LP RP)

Bow
Tap (↘ LP RP)

Nuzzle
Tap (LK RK)

Drop Kick
Tap (→ LK RK)

Run in Circle
Tap (← LK RK), ←, ←, ←

Forward Flip
Tap (↘ LK RK)

Sit Down
Tap (↙ LK RK)

Spin Kick
Tap ↗, (↖ LK RK)

Forward Roll Kick
Tap (↙ LK RK), →, LK, RK

Backward Roll Kick
Tap (↙ LK RK), ←, LK, RK

Running Flip Kick
While running, tap (→ LK RK)

Pop-Up to Tail Spin
Tap (↗ LK), pause, tap RK

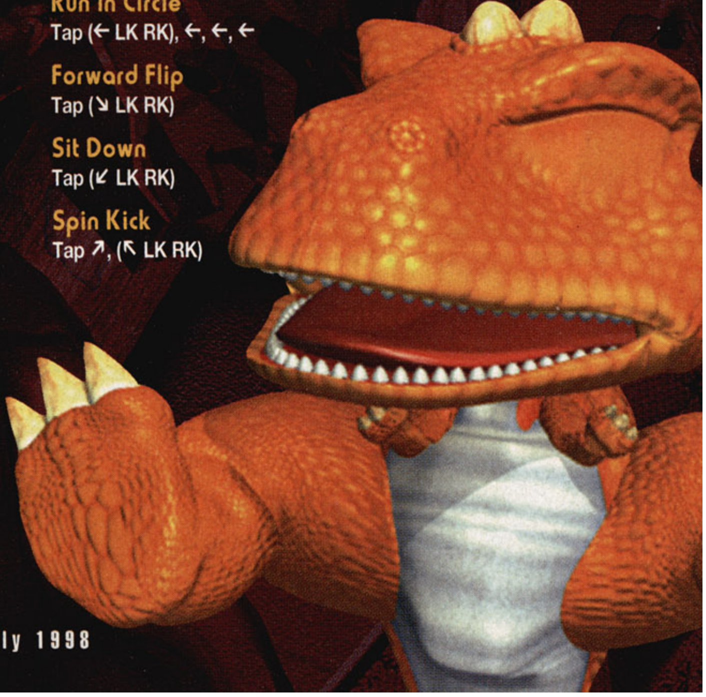
Super Somersault
Tap (LP RK)

Butt Dive
Tap (↑ RK or LK) or (↗ RK or LK)

Shell Spin
Tap RK, RK, RK, RK

Tail Slap
Tap (↓ RK)

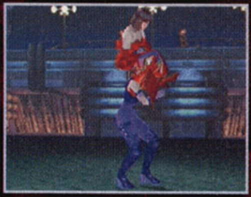
Lightning Charge
Tap (LP RP), immediately tap LP, RP



Anna

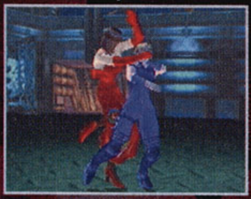
Throws

Leg Snapper



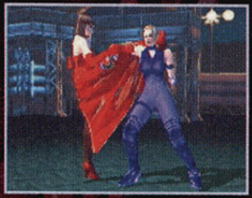
When in close behind your opponent, tap (LP LK) or (RP RK)

Elbow Chop



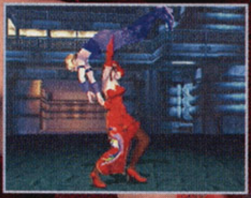
When in close to your opponent's left side, tap (LP LK) or (RP RK)

Arm Snap



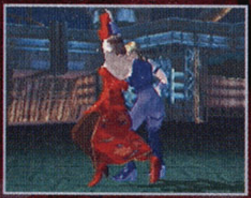
When in close to your opponent's right side, tap (LP LK) or (RP RK)

Throw Over



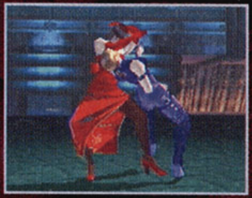
When in close, tap (RP RK)

Arm Flip



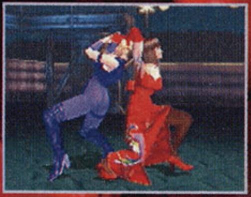
When in close, tap (LP LK)

Throat Crusher



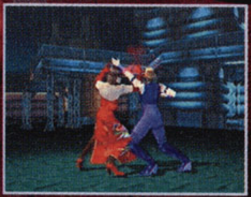
When in close tap ↘, hold ↘, tap RP

Neck Throw



When in close, tap (↗ LP RP)

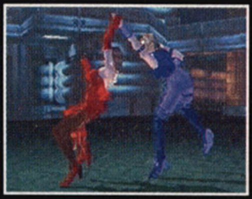
Face Smack



When in close, motion ↓ ↘ → (LP RP)

Counter Move

Arm Throw



Tap (← LK LP) or (← RK RP)

More Special Attacks

Triple B. Slaps
Tap (← LP), LP, LP

Double High Slaps
Hold ←, tap RP, RP

High to Low
Tap LP, RK

Slap Push
Tap →, (LP RP)

Double Palm Strike
Tap →, (→ LP RP)

Punch and Strike
Tap RP, (→ LP RP)

Leg to Launch
Tap (↓ LK), RP

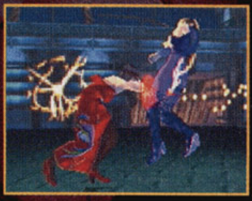
Leg to Kick
Tap (↓ LK) RK

Turnaround Slap
Tap →, (→ RP)

Arm Swipe
Hold ↓, tap (↘ LP RP)

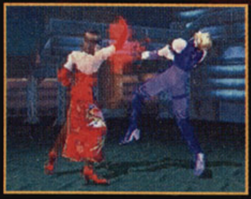
Special Attacks

Low Crane Smash



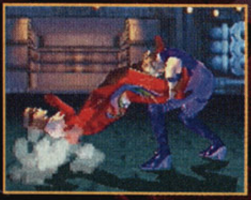
Tap (↓ LP RP)

Jaw Breaker



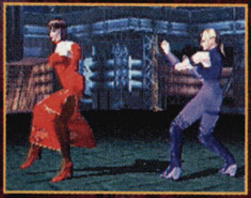
Tap (↘ RP)

Leg Roll



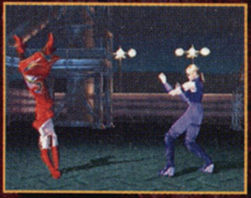
Tap →, (→ RK)

Taunt



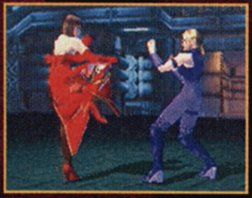
Tap (LP RP LK)

Flip Retreat



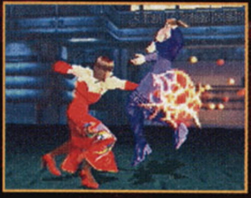
Motion ↖ ←

Crane Stance



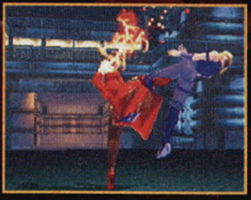
Tap (← RK)

Power Strike



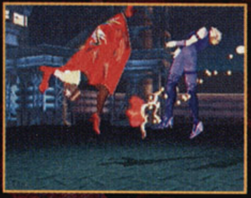
Hold ↘, tap (→ LP)

Jumping Spin Kick



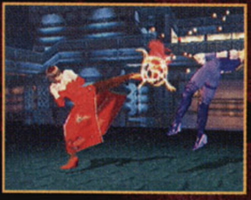
Tap (↗ RK), LK, RK

Kick Flip



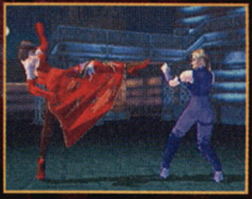
Hold ↑, tap LK

Roundhouse



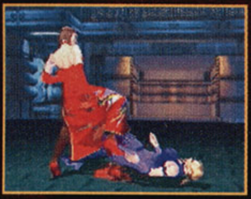
Tap LK, RK

Heel Jab



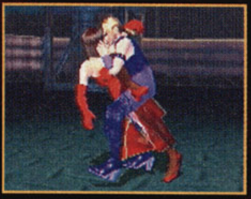
During the Crane stance, tap RK

Heel Grind



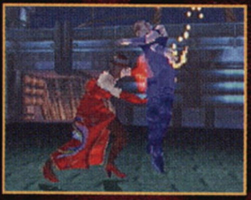
While standing over a downed opponent, tap (↓ LK RK)

Leg Takedown



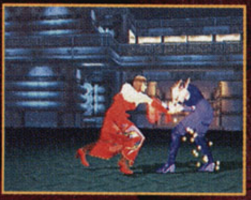
Tap →, →, (→ LK) or tap (↗ LK)

Crane Smash



Tap (↙ LP RP)
Note: Tap ↑, ↑ to cancel this move.

Diagonal Strike

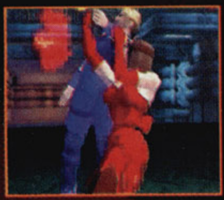


Hold ↘, tap (→ RP)

Bone-Cracking Linking Moves

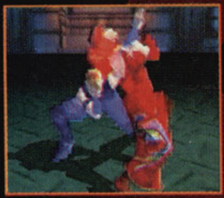
Three-Hit Face Smack to Arm Breaker to Double Arm Breaker

Face Smack



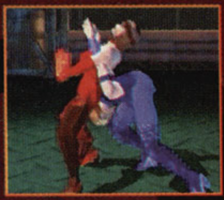
When in close, motion ↓ ↘ → (LP RP)

Arm Breaker



Immediately after the Face Smack, tap LP, LK, RP, LP

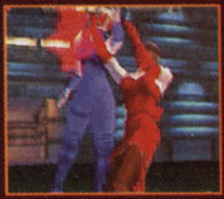
Double Arm Breaker



Immediately after the Arm Breaker, tap LK, LP, RK, (LP RP), (LP RP)

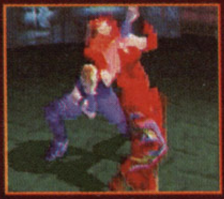
Three-Hit Face Smack to Arm Breaker to Arm-Break Drop

Face Smack



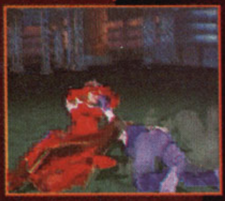
When in close, motion ↓ ↘ → (LP RP)

Arm Breaker



Immediately after the Face Smack, tap LP, LK, RP, LP

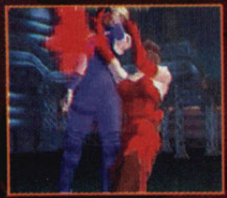
Arm-Break Drop



Immediately after the Arm Breaker, tap RP, LP, LK, RK, (LP RP)

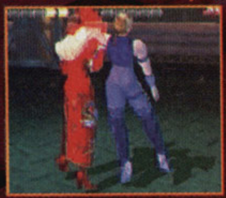
Three-Hit Face Smack to Reverse Arm-Snap to Arm Snap

Face Smack



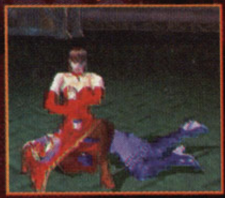
When in close, motion ↓ ↘ → (LP RP)

Reverse Arm Snap



Immediately after the Face Smack, tap (LK LP), RK, (LP RP)

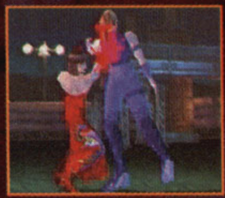
Arm Snap



Immediately after the Reverse Arm Snap, tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)

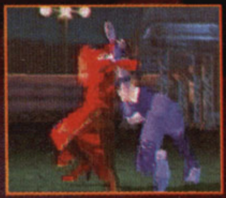
Three-Hit Face Smack to Arm Breaker to Double Arm Throw

Face Smack



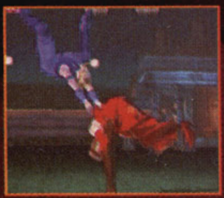
When in close, motion ↓ ↘ → (LP RP)

Arm Breaker



Immediately after the Face Smack, tap LP, LK, RP, LP

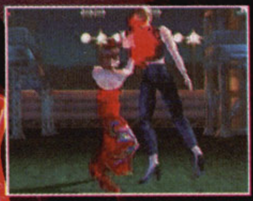
Double Arm Throw



Immediately after the Arm Breaker, tap RP, LK, (LP RP), (LK RK), (LP RP)

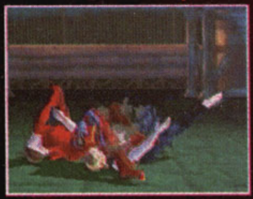
Two-Hit Face Smack to Ground Arm Snap

Face Smack



When in close, motion ↓ ↘ → (LP RP)

Ground Arm Snap



Immediately after the Face Smack, tap LK, RK, LK, (LP RP)

Heavy-Hitting Combos

Four-Hit Spin Kick

Tap (↘ LK)

Tap LP

Tap RK

Tap RP

Five-Hit Spin Punch

Tap (↘ LP)

Tap RP

Tap LP

Tap RK

Tap RP

Ten-Hit Combo

Tap LP

Tap RP

Tap LP

Tap RP

Tap LK

Tap LK

Tap RP

Tap LP

Tap RP

Tap RK

More Heavy-Hitting Combos

Four-Hit High Heel
Tap (↘ LP), RP, LP, (↓ RK)

Four-Hit Low Kick
Tap (↘ LK), RP, LP, RK

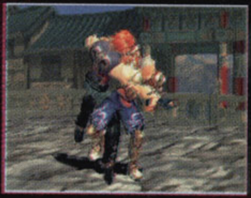
Five-Hit Sweep Kick
Tap (↘ LK), LP, RK, RP, RK

Five-Hit Punch and Kick
Tap (↘ LK), LP, RK, RP, LK

Dr. Boskonovitch

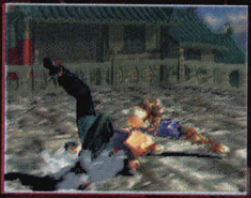
Throws

Trip Slam



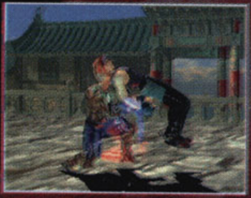
When in close to your opponent's right side, tap (LP RK), (LP RP)

Arm Twist



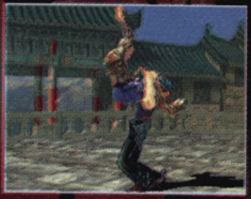
When in close to your opponent's left side, tap (LP RK), (LP RP)

Atomic Drop



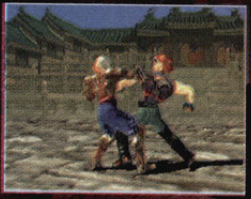
When in close behind your opponent, tap (LP RK), (LP RP)

Frankensteiner



When in close, tap →, (→ RK)

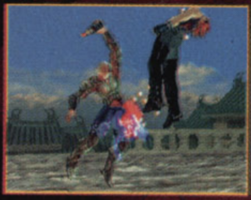
Spin Around



When in close, tap (LP RK), (LP RP)

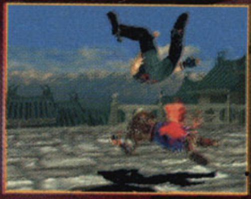
special attacks

Smash-Mouth Uppercut



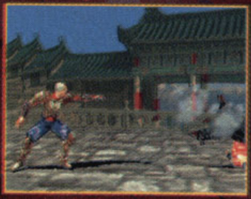
Tap (↗ LP)

Spear Kick



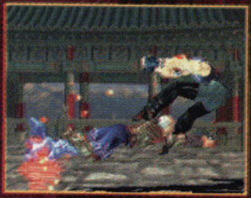
Tap (→ LK RK)

Jumping Side Kick



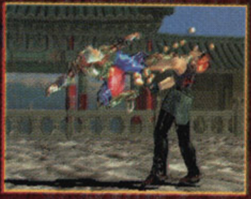
Tap →, (→ LK)

Headfirst Dive



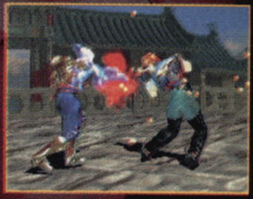
Tap →, (→ LP RP).

Crazy Kick



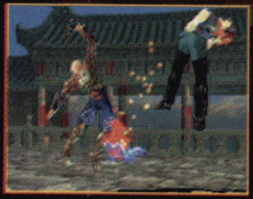
Tap →, →, pause, tap RK

Sidestep Punch



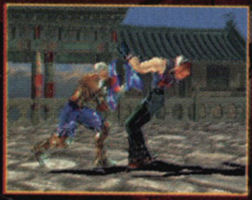
Tap (↑ RP) or (↓ RP)

Brutal Sidestep Two-Punch



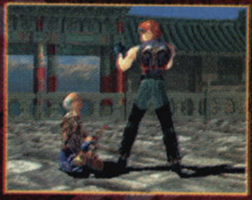
Tap (↑ RP), LP or (↓ RP), LP

Death Blow



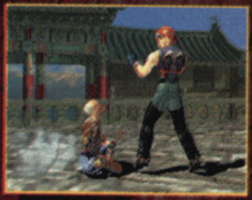
Tap (← LP RP)

Sit Down



Tap (↓ LK RK)

Scooter



Tap (↓ LK RK), LK, RK, LK, RK

More special Attacks

Dizzy
Tap RP, LP

Uppercut
Tap (↗ RP)

Elbow
Tap →, →, pause, tap RP

Double Mid-Punch
Tap LP, RP

Double Side Punch
Tap ↓, (→ LP), RP

Leg Strikes
Tap RK, LK

Hunch Dash
Tap →, →

Rib Breaker
Tap →, (→ RP)

Falling Kick
Tap (↓ RK)

Fall Away
Tap (← LP RK)

Charge
Tap (LK RK)

Reverse Charge
Tap (← LK RK)

High/Mid Parry
Tap (LP RP)

Low Parry
Tap (↓ LP RP)

Heavy-Hitting combos

Five-Hit Wicked Whiplash
Tap →, (→ LP), RK, LK, RP, LP

Six-Hit Russian Dance
Hold ↙, tap LK, RK, LK, RK, LK, RK

Seven-Hit Extended Wicked Whiplash
Tap →, (→ LP), RK, LK, LK, LK, RP, LP

More Ground Moves

Crawl
When on the ground, tap → or ←

Roll
When on the ground, tap →, → or ←, ←

Front Rolling Flip Kick
When faceup on the ground with your feet toward your opponent, tap →, →, RK

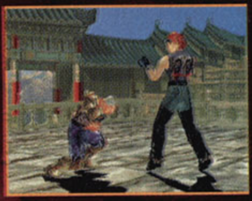
Lunging Headbutt
When faceup on the ground with your feet toward your opponent, tap →, →, (→ LP RP)

Bad Breath
When faceup on the ground with your feet toward your opponent, tap LP, then quickly tap RP

Drunken Linking Moves

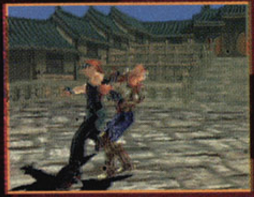
Sick Stomach to Irish Whip to Elbow Drop to Dive to Back Kick

Sick Stomach



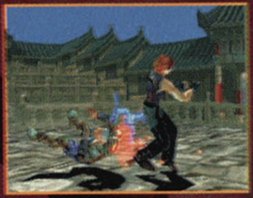
Tap (LP RK)

Irish Whip



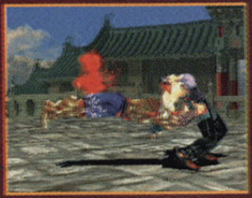
Immediately after the Sick Stomach, quickly tap (LP RP)

Elbow Drop



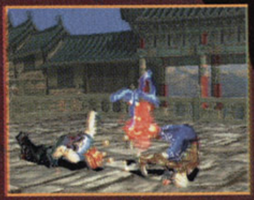
Immediately after the Irish Whip, quickly tap RP, RP, (LP RP)

Dive



Immediately after the Elbow Drop, quickly tap (LK RK)

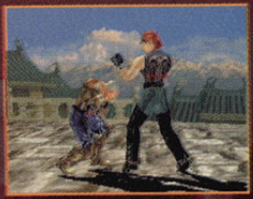
Back Kick



Immediately after the Dive, quickly tap (LK RK)

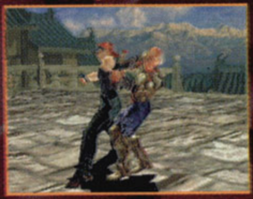
Sick Stomach to Irish Whip to Elbow Drop to Sidestep to Bulldog

Sick Stomach



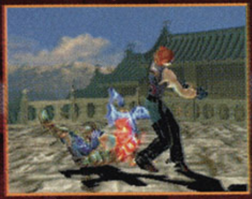
Tap (LP RK)

Irish Whip



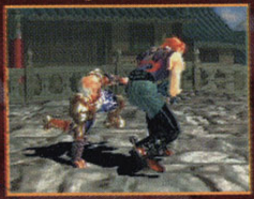
Immediately after the Sick Stomach, quickly tap (LP RP)

Elbow Drop



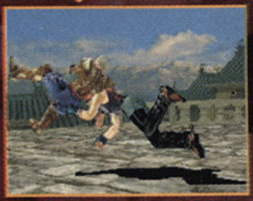
Immediately after the Irish Whip, quickly tap RP, RP, (LP RP)

Sidestep



Immediately after the Elbow Drop, quickly tap (LP RK)

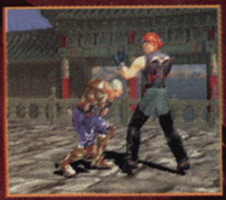
Bulldog



Immediately after the Sidestep, quickly tap RP, LP, (LK RK)

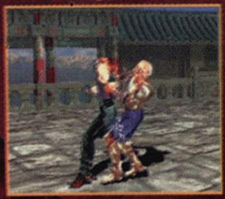
Sick Stomach to Irish Whip to Elbow Drop to Cartwheel to Taunt to Shoulder Charge

Sick Stomach



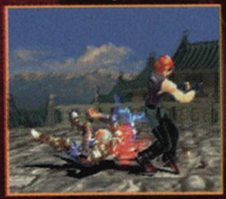
Tap (LP RK)

Irish Whip



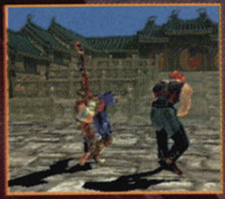
Immediately after the Sick Stomach, quickly tap (LP RP)

Elbow Drop



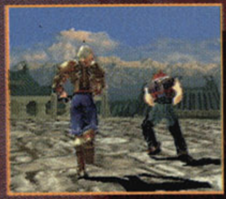
Immediately after the Irish Whip, quickly tap RP, RP, (LP RP)

Cartwheel



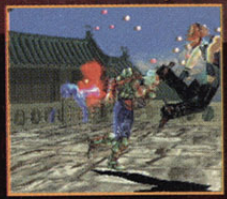
Immediately after the Elbow Drop, quickly tap (LP RP)

Taunt



Immediately after the Cartwheel, quickly tap (LK RK)

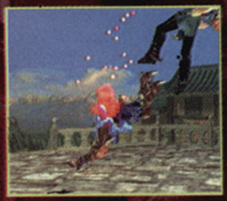
Shoulder Charge



Immediately after the Taunt, quickly tap (LP RP)

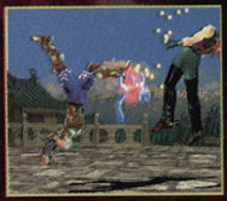
Ground Moves

Missile Kick



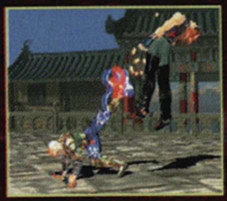
When faceup on the ground with your feet away from your opponent, tap →, →, (LK RK)

Meteor Kick



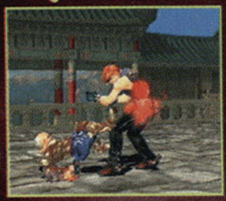
When faceup on the ground with your feet toward your opponent, tap →, →, (→ LK RK)

Double Kicks



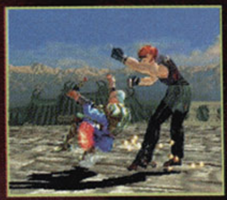
When faceup on the ground with your feet toward your opponent, tap LK, LK

Kangaroo Kicks



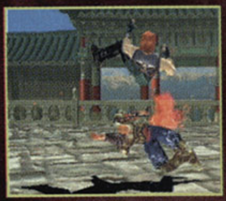
When faceup on the ground with your feet toward your opponent, tap RK, LK, RK, LK, RK

Back Smash



When faceup on the ground with your feet away from your opponent, tap →, →, (LP RP)

Slide



When facedown on the ground with your feet away from your opponent, tap (LK RK)

More Ground Moves

Handspring
When faceup on the ground with your feet toward your opponent, tap (LK RK)

Forehead Kick
When faceup on the ground with your feet away from your opponent, tap →, →, (→ LK RK)

Resting Charge
When faceup on the ground with your feet away from your opponent, tap (LP RP LK RK)

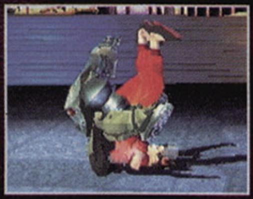
Cyclone Kick
When facedown on the ground with your feet toward your opponent, tap LK

Back Rolling Flip-Kick
When facedown on the ground with your feet toward your opponent, tap ←, ←, (LK RK)

Gun Jack

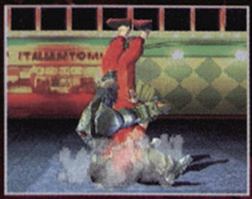
Throws

Power Bomb



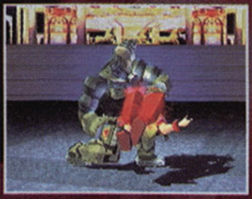
When in close, motion ↓ ↘, hold →, tap LP

Pile Driver



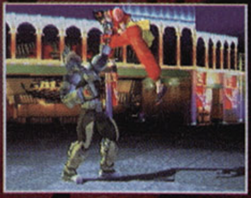
When in close, tap ↙, hold →, tap (LP RP)

Backbreaker



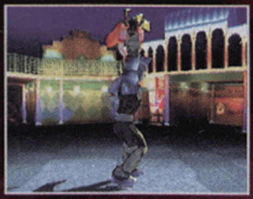
When in close, motion ↓ ↙, hold ←, tap RP

Power Slam



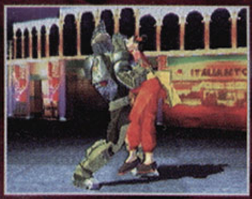
When in close, hold ↗, tap (LP RP)

Power Driver



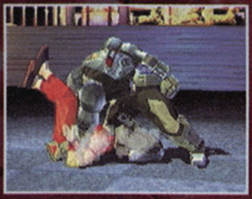
When in close, tap (LK RP)

Bone-Breaker Slam



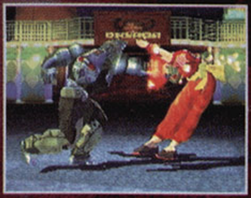
When in close, tap →, hold →, tap (LK RP)

Throw Over



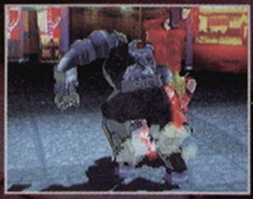
When in close, tap (LK LP)

Power Punch



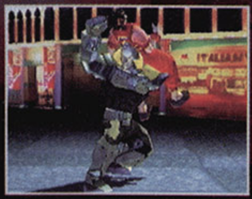
Immediately after the Power Slam, tap ↓, hold ↘, tap RP

Head Drop



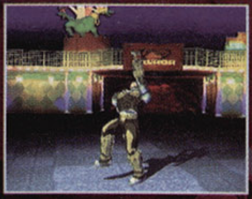
When in close to your opponent's right side, tap (LK LP) or (RK RP)

Overhead Throw



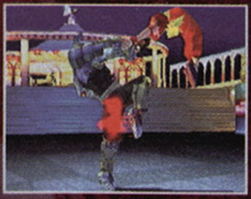
When in close to your opponent's left side, tap (LK LP) or (RK RP)

Air Toss



When in close, hold ↘, tap (RP RK) or tap ↘, hold ↘, tap (RK RP)

Tailbone Smash



When in close behind your opponent, tap (LK LP) or (RK RP)

More special attacks

Low Slide
Hold →, tap (LK RK)

Double Anvil
Tap →, (LP RP), (LP RP)

Low Crush
Hold ↘, tap (LP RP)

Mini Hammer Smash
Hold ↓, hold ↘, tap LP, hold ↓, tap LP

Mini Hammer Cutter
Hold ↓, hold ↘, tap LP, hold ↘, tap LP

Mini Hammer Punch
Hold ↓, hold ↘, tap LP, hold →, tap LP

Hammer Smash
Hold ↓, hold ↘, tap LP, RP, hold ↓, tap LP

Hammer Cutter
Hold ↓, hold ↘, tap LP, RP, hold ↘, tap LP

Hammer Punch
Hold ↓, hold ↘, tap LP, RP, hold →, tap LP

Overhead Smash
Tap (LP RP)

Low Leg Smash
Motion ← ↙ ↓, hold ↘, tap LP

Double Arm
Tap (LP RP), (LP RP)

Body Drop
Tap (↘ LK LP)

Two-Arm Launch
Tap ↓, (LP RP)

Double-Arm Smash
Tap →, (→ LP RP)

Sitting Smash
Tap (↗ LK RK)

Shin Breaker
Tap (↘ LK RP)

Fly
Tap (LK RK)
Note: Tap (LK RP) during the move to fly even higher.

Heavy-Hitting combos

Four-Hit Uppercutter
Hold ↙, tap LP, RP, LP, RP

Four-Hit Squat Pounder
Tap (↓ LK RK) to Squat, then tap LP, RP, LP, RP

Four-Hit Squat Puncher
Tap (↓ LK RK) to Squat, then tap RP, LP, RP, LP

Four-Hit Hammer
Hold ↓, tap (↘ LP), RP, LP, LP

Four-Hit Shin Smasher
Hold ↓, tap (↙ LP), LP, LP, RP

Six-Hit Dancer
Tap (↙ LK), hold ↙, tap RK, LK, RK, LK, RK

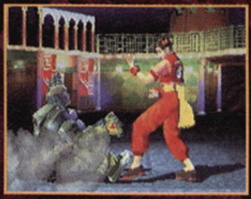
Six-Hit Machine Gun
Tap (↙ LP), LP, LP, LP, LP, RP

Ten-Hit Combo #1
Tap (↓ RP), LP, LP, LP, RP, LP, RP, LP, (LP RP), (LP RP)

Ten-Hit Combo #2
Tap (↗ LP), LP, RK, LK, RK, LP, RP, LP, (↓ LP RP), (LP RP)

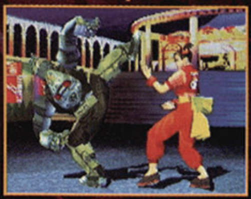
Special attacks

Squat



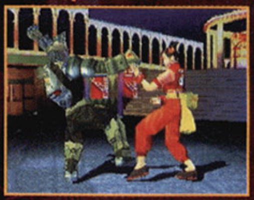
Tap (↓ LK RK)

Sumo Stomp



Tap (↓ RK)

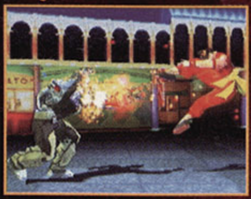
Windup Punch



Motion 360 degrees counterclockwise toward your opponent starting from ←, then tap LP

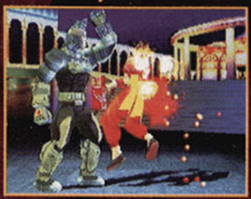
Note: Keep doing the motion while you count to five to increase the power of the punch.

Megaton Punch



Motion ← ↙ ↓, hold ↘, tap RP

Elbow Tap



Tap →, RK, LP

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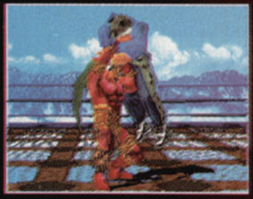
ogre & True ogre

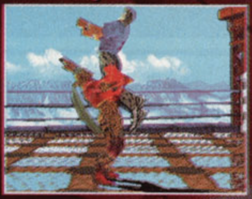
throws

Press Slam



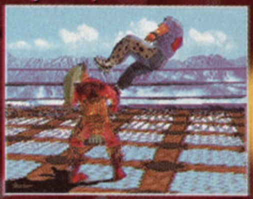
When in close, tap (LP LK)

Bear Hug



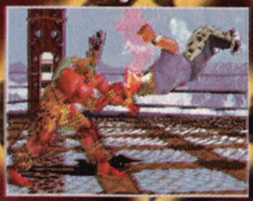
When in close, tap (RP RK)

Leg Whip



When in close to your opponent's left side, tap (LP LK) or (RP RK)

Neck Swing



When in close behind your opponent, tap (LP LK) or (RP RK)

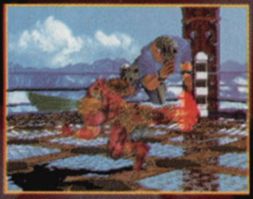
More Throws

Spinning Elbow Smash
When in close, tap ↘, ↘, (RP RK)

Choke Slam
When in close to your opponent's right side, tap (LP LK) or (RP RK)

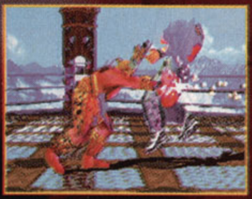
special attacks

Slide Kick



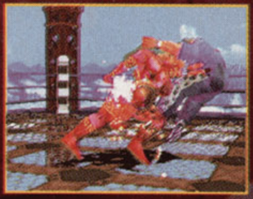
Tap →, →, pause, tap (LK RK)

Scissors Strike



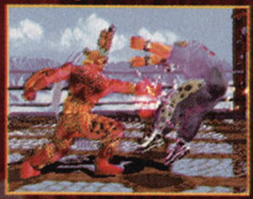
Tap (↙ LP RP)

Spear



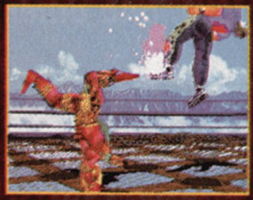
Tap (→ LP RK)

Deadly Strike



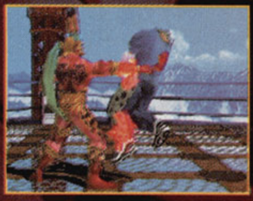
Tap ←, (← LP RP)

Cartwheel Kick



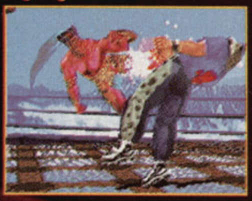
Tap (↖ LK)

Heart Punch



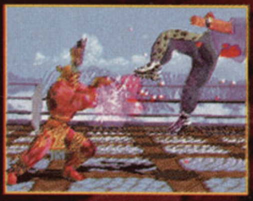
Tap →, (→ RP)

Flying Kick



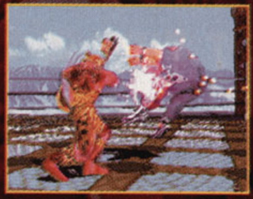
Tap →, (→ LK RK)

Flash Punch



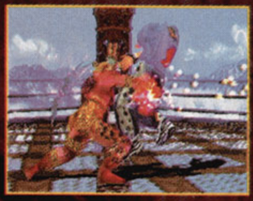
Tap →, (→ LP RP)

Unleashed Beast



Tap (← LK RP)

Stomach Buster



Tap (← RP)

More special attacks

Palm Thrust
Tap (→ RP)

Cartwheel Kick to Elbow Attack
Tap (↖ LK), RP

Double Elbow
Tap (↘ LP), RP

Front Kick
Tap →, (→ RK)

Left Quick Kick
Tap →, →, LK

Right Quick Kick
Tap (→ RK)

Triple Kick
Tap ↓, LK, LK, LK

Heel Kick
Tap →, →, pause, tap RK

Flip Kick
Tap RK, LK

Low to High Kick
Tap (↓ RK), RK

Stretch Kick
Motion ↓ ↙ RK

Spinning Back Fist
Tap RP, RP

Flashing Back Fist
Tap →, →, pause, tap RP

Groin Punch
Hold ↓, tap (→ LP)

Pimp Slap
Hold ↓, tap (↘ RP)

Downward Thrust Punch
Hold ↓, tap (→ RP)

True ogre-only Moves

Poisonous Claw
Tap →, (→ RP)

Fire Breath
Tap (↓ LP RP)

Flying Fire Breath
Tap (LP RP)

Flying Dragon
When knocked down, tap (LK RK)

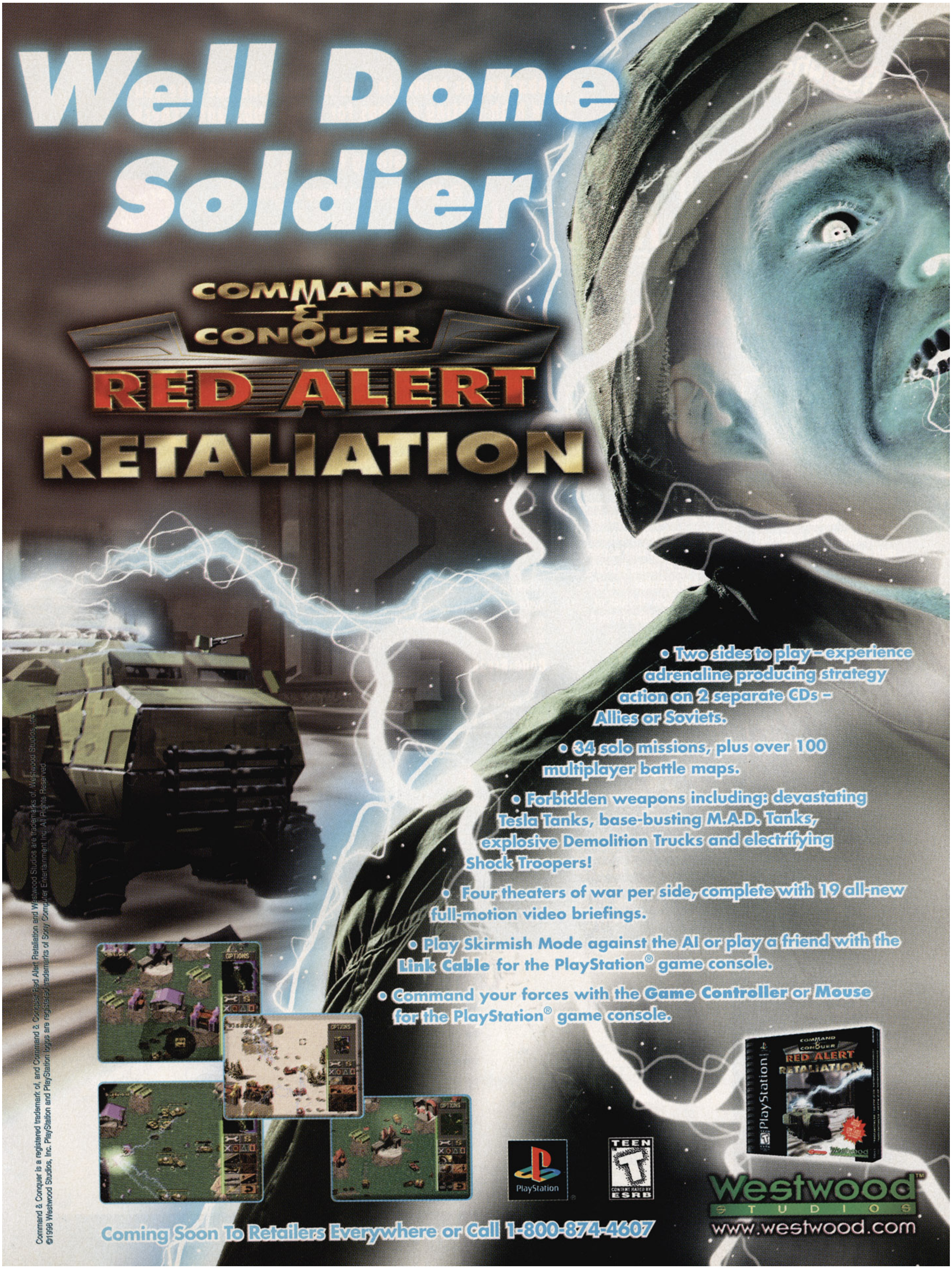
Rolling Ball
Tap (↑ LK RK)

Horn Stab
Tap (↘ LP RP)

Tail Spin
Tap (↘ LK RK)

Low Tail Spin
Tap (↓ LK RK)

Double Tail Spin
Tap (↘ LK RK), (LK RK)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Double whammy!

Kombat komes home! In this installment, we give you some high-hitting combos for five kombatants. Check out "The Fighter's Edge" next month for the remaining fighters.

By Major Mike and Johnny Ballgame

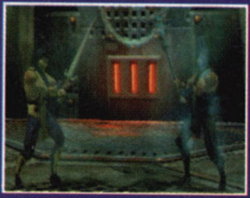
PlayStation & Nintendo 64

MORTAL 4 KOMBAT

Part 1

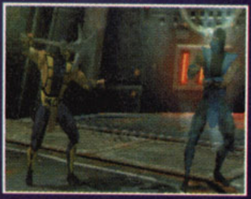
General Skills

Weapons



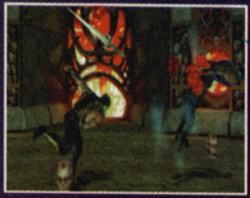
The coolest feature in MK4 is the new weapons system. Each fighter has a specialized weapon they can use during a fight (see character profiles below). And if a weapon is dropped during a fight, anyone can pick it up and use it.

Pick-Up Weapons



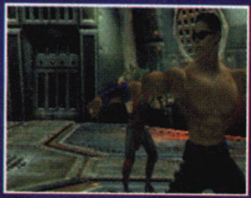
Stand over a weapon and tap (↓ RN).

Throw Weapons



To throw your weapon, repeat the move you used to draw your weapon: For example, if you're playing as Reiko, motion ↓ ↙ ← HP to draw his spiked club, then motion ↓ ↙ ← HP to throw it at your opponent.

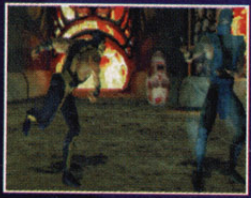
Weapon Screen Smash



For a crazy effect where you smash your opponent against the video screen, tap (→ LP) while holding Raiden's mallet, Jax or Reiko's spiked club, or Quan Chi's spiked mace.

Other Items to Throw

Rocks, Skulls, and Spikes

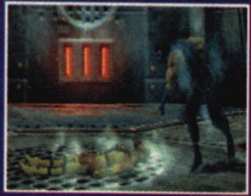


Some stages have items you can throw at your opponent. To throw these items, stand over them and tap (↓ RN).

Throws and Bone-Breakers

The following moves, which are universal for each character, are done when in close to your opponent.

Throws

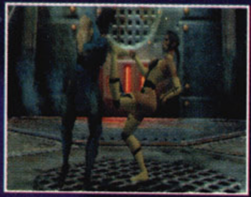


When in close, tap (→ LP)

Note: Some characters have throws that can be performed in the air.

Bone-Breaker

Another new feature in MK4, this bone-breaking move briefly stuns your opponent.



When in close, tap (→ LK)

Dodge

New to the MK series, fighters can now dodge attacks by moving into the foreground or the background.

Dodge Into the Foreground

Hold ↓, tap RN, RN

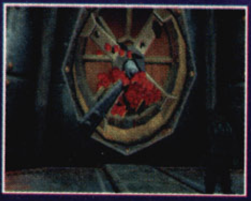
Dodge Into the Background

Tap RN, RN

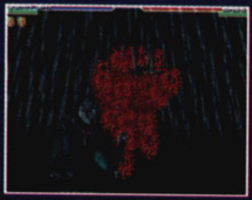
Stage Fatalities

You can perform an additional fatality in the following stages:

Prison Stage

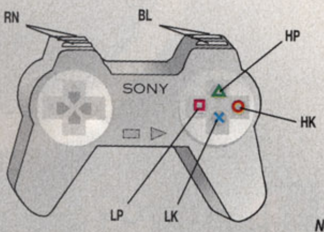


Goro's Lair



Controller Legend

PlayStation



Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

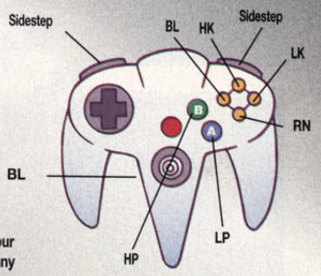
Charge = Hold the direction or button indicated for the time indicated.

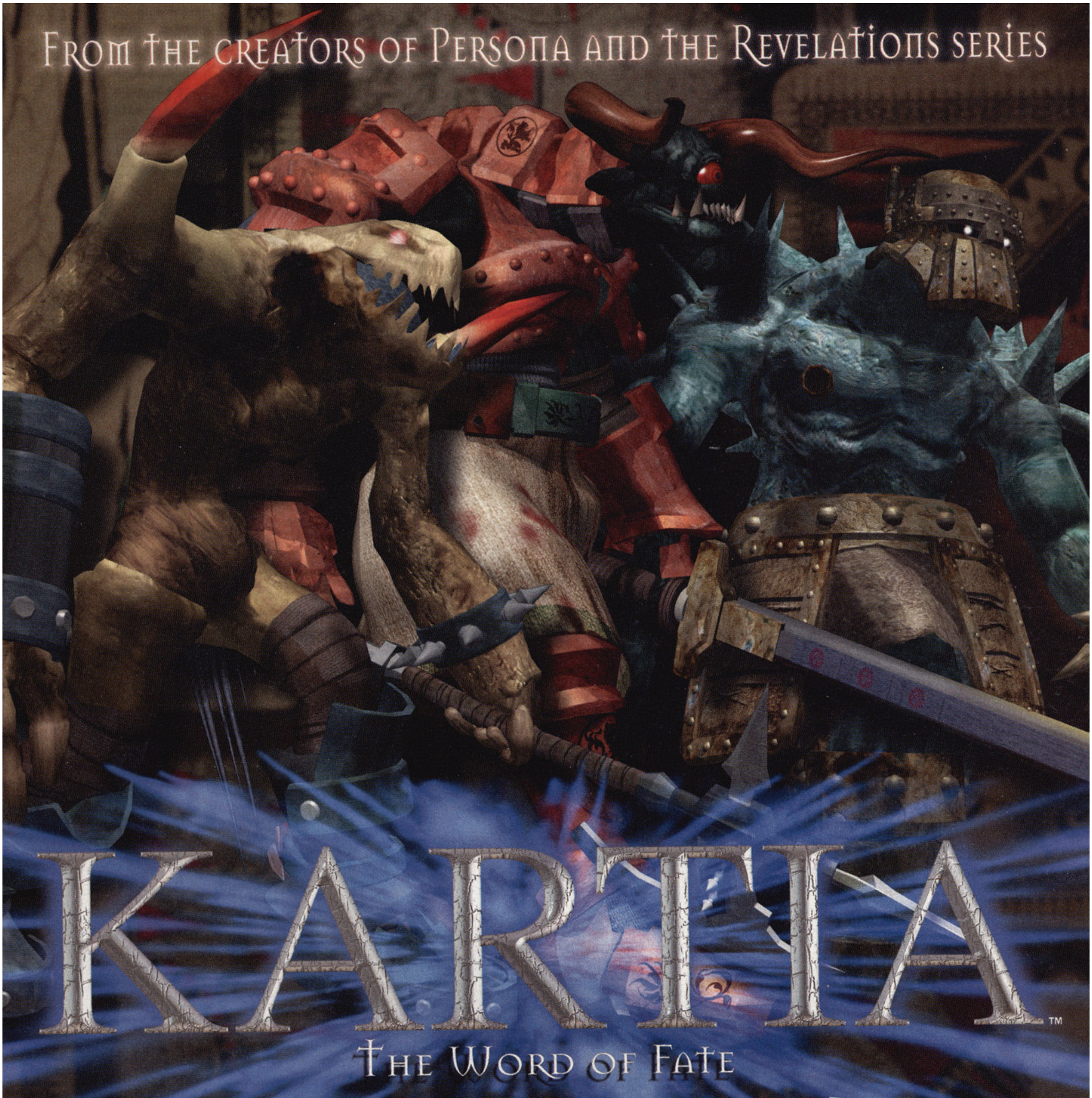
( ) = Execute commands in parentheses simultaneously.

BL = Block
RN = Run
LP = Low Punch
HP = High Punch
LK = Low Kick
HK = High Kick

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

Nintendo 64

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THE WORD OF FATE

Turn
02
Lv 8
Hp 100
Lv 1
Hp 100

An RPG Strategy first! Trade special items with your friends via the memory card or fight to the death in Versus Mode.

Asty
"Never, I feel sorry for my sister, but that's her fate."
Claws
"Talking about fate, what about ours..."

Character designs by Amano Yoshitaka, of Final Fantasy fame.

Two different storylines complete with FMV, spread over 30+ hours of gameplay.

PlayStation
KARTIA
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Scorpion

FATALITIES

Fiery Death

From outside sweep distance, tap ←, →, →, (← BL)

Scorpion Sting

When in close, tap ←, →, ↓, (↑ HP)

Goro's Lair

When in close, tap ←, →, →, LK

Prison Stage

When in close, tap →, →, ↓, ↓, LK

Special Moves

Air Throw

While in the air with an opponent, tap BL

Teleport Punch

Motion ↓ ↙ ← HP

Note: This move can be done in the air.

Flame Spit

Motion ↓ ↘ → LP

Spear

Tap ←, (← LP)

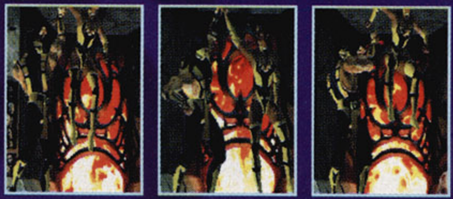
Weapon: Sword

Draw Weapon

Tap →, (→ HK)

Devastating Combos

No-Hit Unlimited Cheapness



When in close, tap (→ LK)

Hold (→ RN), when in close, tap (→ LK)

Hold (→ RN), when in close, tap (→ LK)

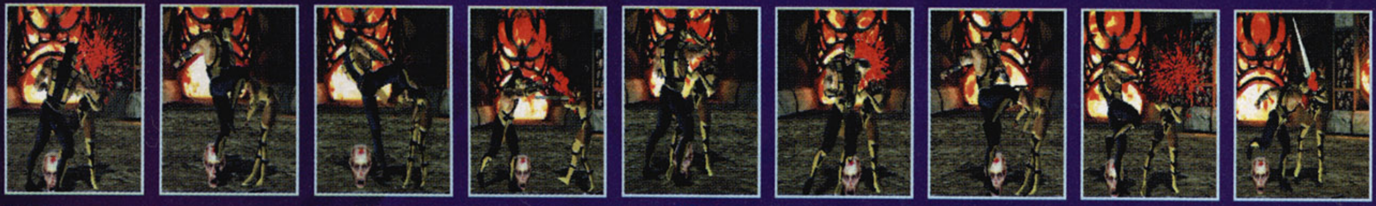
Another Devastating Combo

Eleven-Hit Air-Throw Combo

Note: Start this combo when an opponent jumps at you.

Tap HP, motion ↓ ↘ → LP, motion ↓ ↙ ← HP, tap →, (→ LP), HP, HP, HK, (↓ HP), hold (← RN), tap LP, LP, ↖, BL

Nine-Hit Weapon-Draw Combo



Tap HP

Tap HK

Tap HK

Tap ←, (← LP)

Tap HP

Tap HP

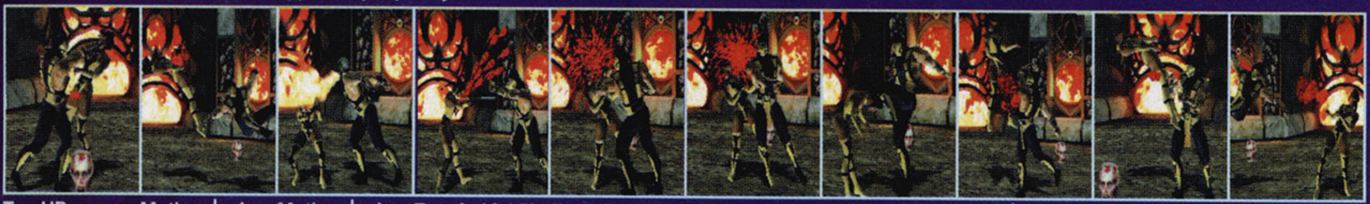
Tap HK

Tap HK

Tap →, (→HK)

Ten-Hit Retaliation Combo

Note: Start this combo when an opponent jumps at you.



Tap HP

Motion ↓ ↙ ← HP

Motion ↓ ↙ ← LP

Tap →, (→ LP)

Tap HP

Tap HP

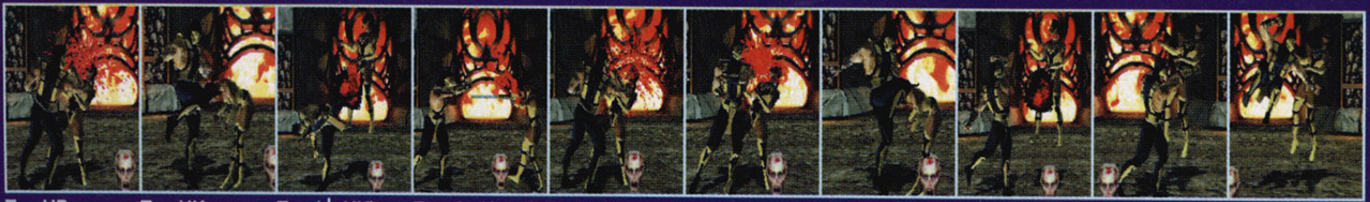
Tap HK

Tap (↓ HP)

Hold (← RN), tap LP

Motion ↓ ↘ → HP

Ten-Hit Spear Combo



Tap HP

Tap HK

Tap (↓ HK)

Tap ←, (← LP)

Tap HP

Tap HP

Tap HK

Tap (↓ HP)

Hold (→ RN), tap HP

Tap (↗ HP)

EVERYONE
E
CONTENT RATED BY ESRB

NINTENDO 64

WHAT HAPPENS AT OVER 1,000 MPH

WHEN YOU'RE BLAZING OVER NEON-STUDDED BUILDINGS, UP AND DOWN BRIDGES, THROUGH TUNNELS, AND ACROSS THE MOST ELECTRIFYING RACETRACK YOU'LL NEVER GET TO SEE BECAUSE YOU'RE GOING SO FAST, AND YOU'RE TOO SCARED TO TAKE YOUR EYES OFF THE CONTROLS?

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TOTAL TIME 0:38:277
266

TOTAL TIME 0:01:739
122

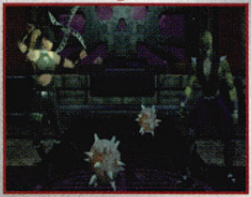
TOTAL TIME 0:28:283
340

8/8 POSITION
TOTAL TIME 1:43:767

Sonya

Weapon: Spinning Blade

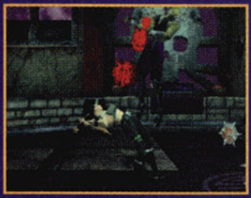
Draw Weapon



Tap →, (→ LK)

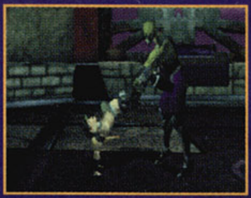
Special Moves

Cartwheel



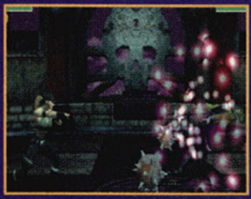
Motion ← ↙ ↓ ↘ → LK

Leg Throw



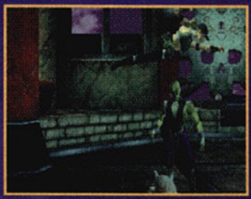
Hold ↓, tap (LP BL)

Fireball



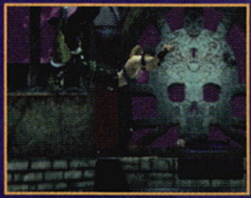
Motion ↓ ↘ → LP

Square Wave Punch



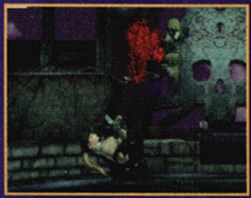
Tap →, (← HP)

Air Throw



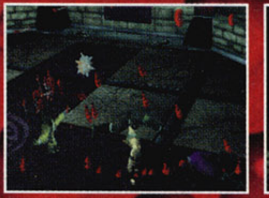
While in the air with an opponent, tap BL

Upward Bicycle Kick



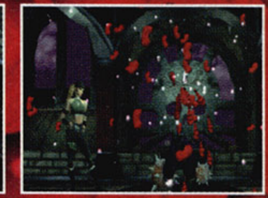
Tap ←, ←, (↓ HK)

Death Splits



Outside sweep distance, hold BL, tap ↑, ↓, ↓, ↑, HK

Slicing Kiss of Death



Outside sweep distance, hold BL, tap ↓, ↓, ↓, (↑ RN)

Goro's Lair

When in close, tap →, ↓, →, HP

Prison Stage

When in close, tap ↓, ↓, ←, ←, HK

More Devastating Combos

Seven-Hit Slice-and-Dice Combo

Note: Your weapon must be drawn and your opponent must be near the corner to do this combo.

Tap HK, HK, motion ← ↙ ↓ ↘ → LK, hold ←, tap HP, hold ←, tap HP, (↗ LP), BL

Six-Hit Fireball Combo

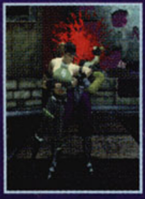
Tap HK, HK, motion ← ↙ ↓ ↘ → LK, hold (→ RN), tap LP, motion ← ↙ ↓ ↘ → LK, motion ↓ ↘ → LP

Six-Hit Assault Combo

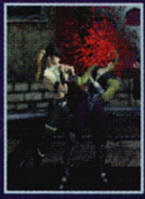
Tap HK, HK, motion ← ↙ ↓ ↘ → LK, hold (→ RN), tap LP, motion ← ↙ ↓ ↘ → LK, tap →, (← HP)

Devastating Combos

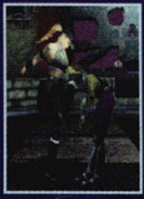
Eight-Hit Cartwheel-Hell Combo



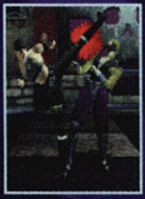
Tap HP



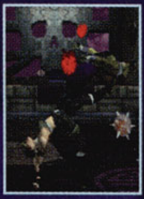
Tap HP



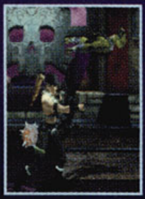
Tap HK



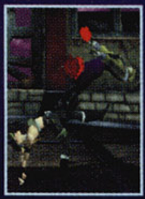
Tap HK



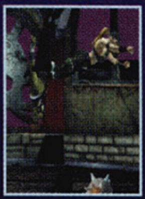
Motion ← ↙ ↓ ↘ → LK



Hold (→ RN), tap LP

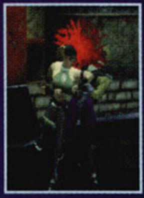


Motion ← ↙ ↓ ↘ → LK

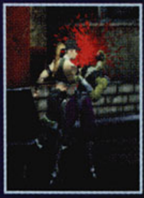


Tap ↗, BL

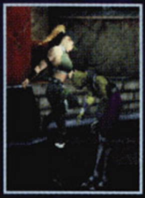
Eight-Hit Destroyer Combo



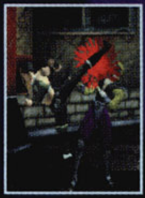
Tap HP



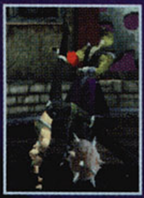
Tap HP



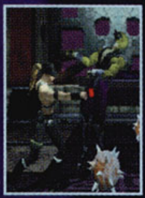
Tap HK



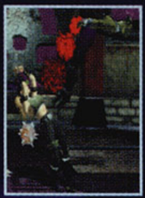
Tap HK



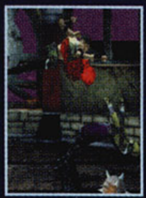
Motion ← ↙ ↓ ↘ → LK



Hold (→ RN), tap LP

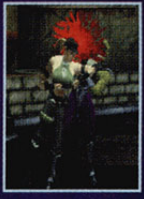


Motion ← ↙ ↓ ↘ → LK

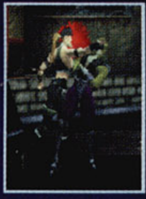


Tap →, (← HP)

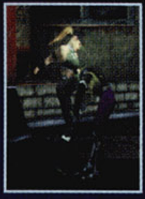
Nine-Hit "THB" Express Combo



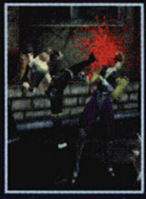
Tap HP



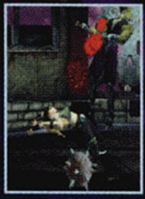
Tap HP



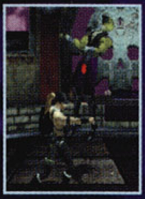
Tap HK



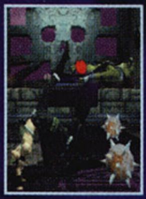
Tap HK



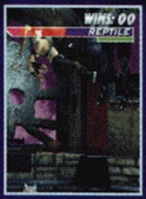
Motion ← ↙ ↓ ↘ → LK



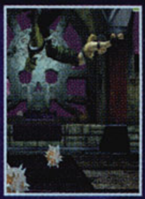
Hold (→ RN), tap LP



Motion ← ↙ ↓ ↘ → LK



Tap ↗, HK



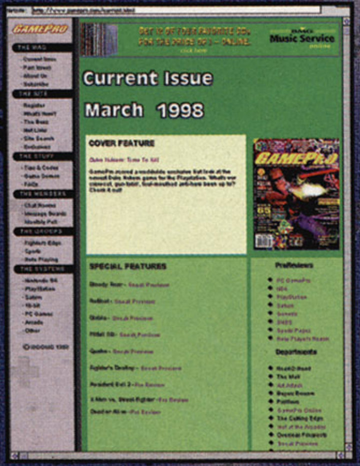
Tap BL

GamePro Online Takes On A New Look!

Scary_larry leaves.
Scary_larry enters.
Scary_larry says, "HELLO?"
Jared enters.
Scary_larry leaves.
Jared says, "Hi"
Jared says, "uhhh bye maybe?"
Jared leaves.
You tell Acidburn, "F 0 back at the keyboard"

Acidburn F 0

Smile
Grin
Nod
Bow
Shake
Smirk
Acidburn F
Shockwave
Jared M 0

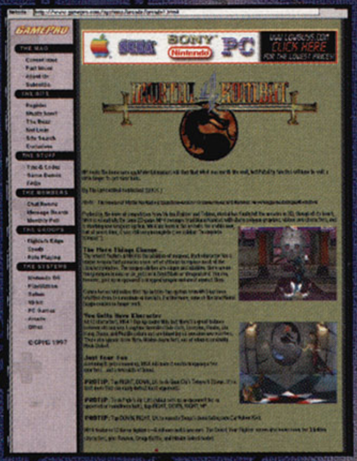


Current Issue

March 1998

COVER FEATURE

SPECIAL FEATURES



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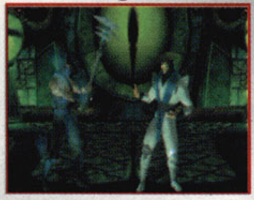
Sub-Zero

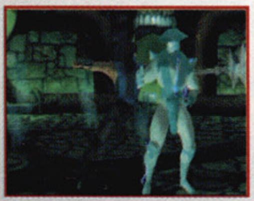
Weapon: Freeze Club

Draw Weapon



Motion ↓ ↘ → HK

Club Freeze

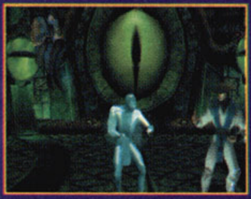


Tap (← LP)

Note: Your weapon must be drawn to do this move.

Special Moves

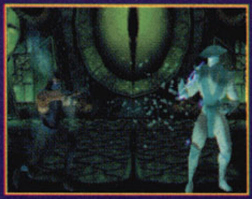
Ice Clone



Motion ↓ ↙ ← LP

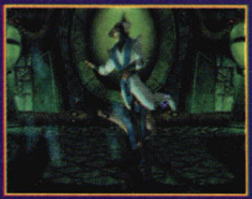
Note: This move can be done in the air.

Freeze



Motion ↓ ↘ → LP

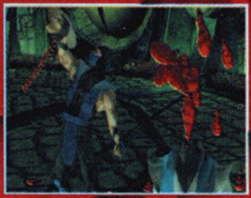
Slide



Tap (LP BL LK)

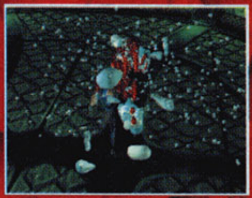
FATALITIES

Head Rip



When in close, tap →, ←, →, ↓, (HP BL RN)

Ice Shatter



From outside sweep distance, tap ←, ←, ↓, ←, HP

Goro's Lair

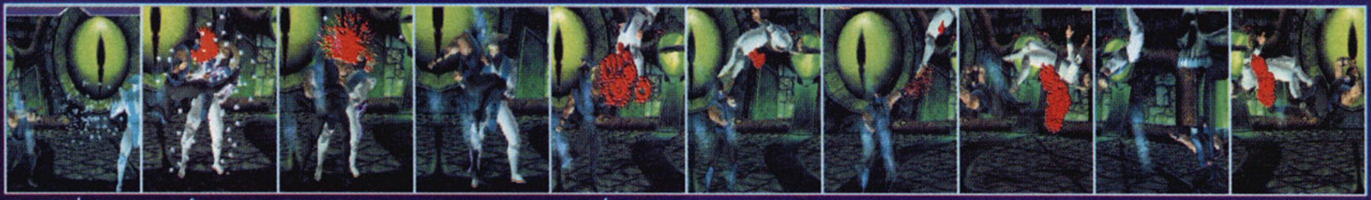
When in close, tap ↓, ↓, ↓, LK

Prison Stage

When in close, tap ↓, ↑, ↑, ↑, HK

Devastating Combos

Eleven-Hit Freezer Combo



Motion ↓ ↘ → LP

Tap ↑, HK

Tap HP, HP

Tap HK

Tap (↓ HP)

Hold (→ RN), tap HP

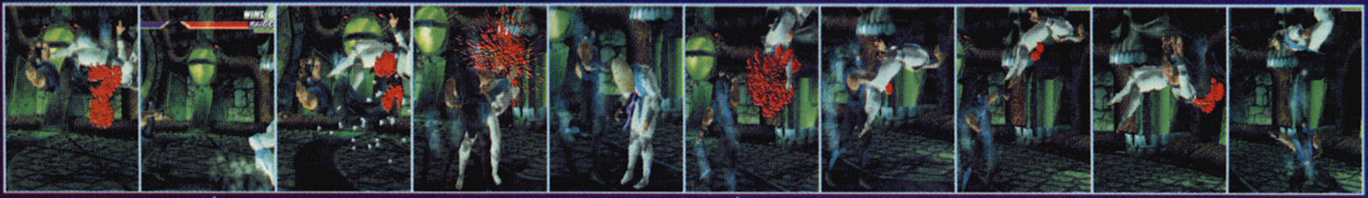
Tap HP

Jump in deep, tap HK

Tap (LP BL LK)

Jump in deep, tap HK

Eleven-Hit Slider-Finish Combo



Jump in deep, tap HK

Motion ↓ ↘ → LP

Jump in deep, tap HK

Tap HP, HP

Tap HK

Tap (↓ HP)

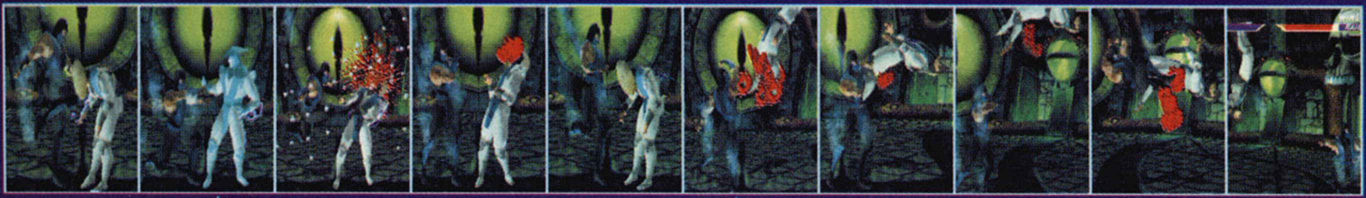
Hold (→ RN), tap HP

Tap HP

Jump in deep, tap HK

Tap (LP BL LK)

Eleven-Hit Freezer-Kick Combo



Tap HK

Motion ↓ ↘ → LP

Jump in deep, tap HK

Tap HP, HP

Tap HK

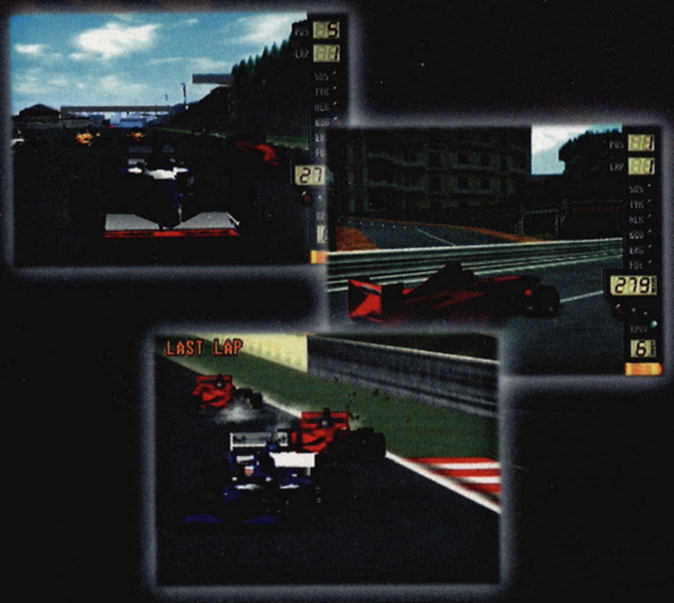
Tap (↓ HP)

Hold (→ RN), tap HP

Tap HP

Jump in deep, tap HK

Tap (LP BL LK)



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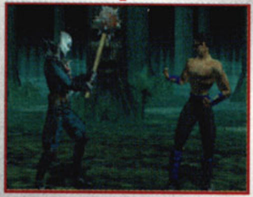
Quan Chi

Weapon: Spiked Mace

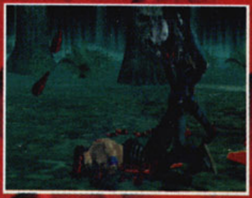
Draw Weapon



Motion ↓ ↙ ← HK

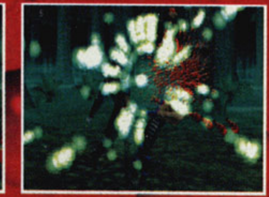
FATALITIES

Broken Leg Beatdown



When in close, hold LK for five seconds, tap →, ↓, →, release LK

Mimic



From sweep distance, tap ↑, ↑, ↓, ↓, LP

Note: Quan Chi performs his opponent's fatality.

Goro's Lair

When in close, tap →, →, ←, LK

Prison Stage

When in close, tap →, →, ↓, HP

Devastating Combos

Eight-Hit Tap-Dance Combo

When in close, jump straight up; on the way down, tap HK, HP, HP, HK, (↓ HP), hold (→ RN), tap HP, HP, →, (↓ LK)

Five-Hit Air-Throw Combo

Note: Your opponent must be in the corner for you to do this combo.

Tap (↑ HK), (↑ HK), ↑, HP, LP, ↑, BL

Five-Hit Weapon-Steal Combo

Note: Your opponent's weapon must be drawn for you to do this combo.

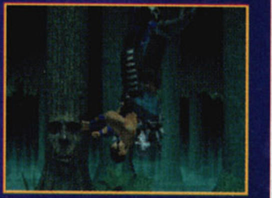
Tap HP, HP, HK, →, (← HP), HP

Six-Hit Weapon-Attack Combo

When in close, jump straight up; on the way down, tap HK, HP, HP, HK, HK, motion ↓ ↙ ← HK, tap ↑, HP

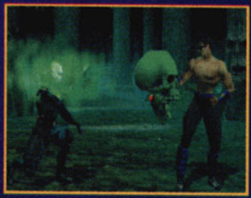
Special Moves

Air Throw



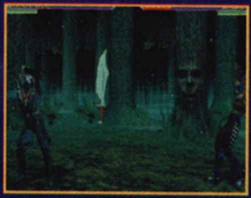
While in the air with an opponent, tap BL

Skull Throw



Tap →, (→ LP)

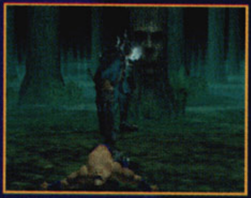
Steal Weapon



Tap →, (← HP)

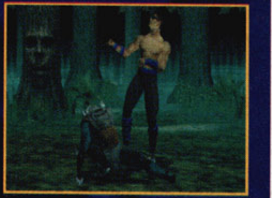
Note: This move can be done only when an opponent has their weapon drawn.

Tap Dance



Tap →, (↓ LK)

Slide

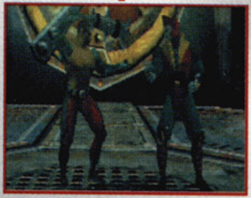


Tap →, (→ HK)

Jax

Weapon: Spiked Club

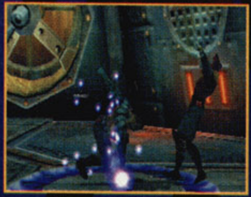
Draw Weapon



Motion ↓ ↘ → HP

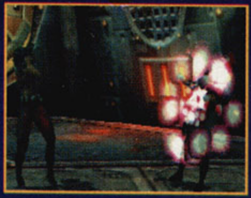
Special Moves

Ground Wave



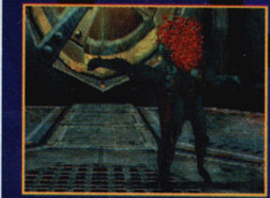
Tap →, →, (↓ LK)

Missile Attack



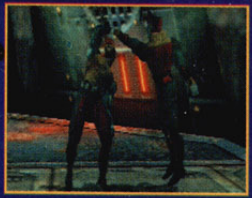
Motion ↓ ↙ ← LP

Dashing Punch



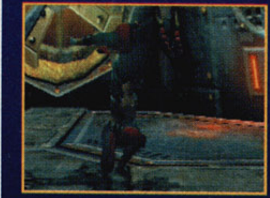
Motion → ↘ ↓ ↙ ← LP

Quad Slam



When in close, tap LP, (RN BL HK), (HP LP LK), (HP BL LK), (HP LP HK LK)

Back Breaker



While in the air with an opponent, tap BL

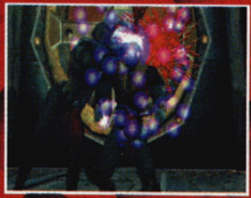
Devastating Combo

Eleven-Hit Slammer Combo

Tap HP, HP, HK, (↓ HP), hold (→ RN), tap HP, HP, (↑ HK), ↑, BL, hold (→ RN), tap LP, (RN BL HK), (HP LP LK), (HP BL LK), (HP LP HK LK)

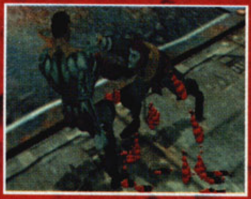
FATALITIES

Head Smash



When in close, tap ←, →, →, ↓, BL

Arm Rip



Hold LK for three seconds, tap →, →, ↓, →, release LK

Goro's Lair

When in close, tap →, →, ←, HP

Prison Stage

When in close, tap →, →, ←, LK

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Two unique role playing games for the Nintendo® Game Boy.

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Legend of the River King GB is the first and only game that combines the action of a fishing game with a dynamic RPG story for a unique game experience. However, there's a catch. Instead of fighting the usual bunch of monsters, you'll battle with 40 different species of fish. But this isn't drowning a few worms for fun; you're on a quest to save your ill sister. The only chance to save your sister is to reel in the magical Guardian Fish. To land this whale of a fish, you'll have to travel the land selling your prized catches for money. Only after buying the best equipment and gaining experience, will you be able to conquer this trophy catch.

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Wake up with the sun. Feed the chickens. Milk the cows. And, don't forget to go to the market...all before breakfast.

The Super NES® classic Harvest Moon is now available for the Nintendo® Game Boy® with all of the charm of the original and many new surprises. Designed to reward hard work and smart decision making, Harvest Moon GB is a unique blend of a role playing and a farming simulation game. Since this game is compatible with the Game Boy Game Link®, you can exchange animals and seeds with your friends to create your own unique ranch. Best of all, Harvest Moon GB offers a greater variety of characters, crops and animals to choose from, making each game's outcome more fun and less predictable. Oh no! You forgot to plow the fields. Looks like no dinner tonight.

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HARVEST MOON GB
OFFICIAL GAME LINK GAME PAK
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Nintendo

EVERYONE
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CONTENT RATED BY ESRB

S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Reader Tip of the Month!

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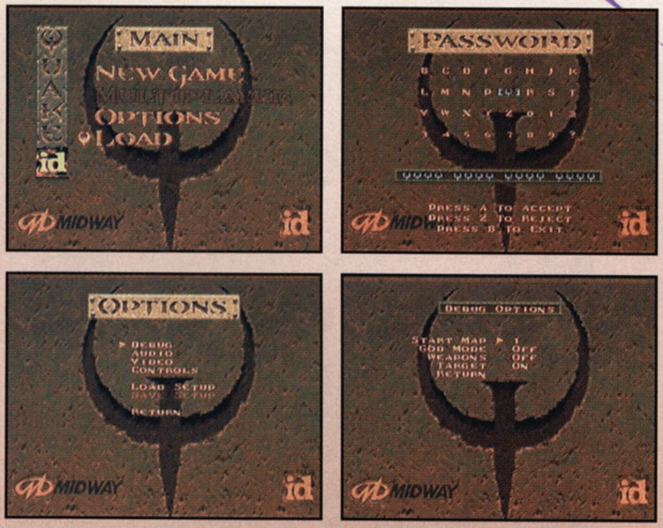
Please include your name, address, and phone number so we can award your prize.

Nintendo 64

Quake

Debug Menu


MAIN
NEW GAME
MULTIPLAYER
OPTIONS
LOAD
QUAKE
id
MIDWAY
PASSWORD
QQQQ QQQQ QQQQ QQQQ
PRESS A TO ACCEPT
PRESS Z TO REJECT
PRESS B TO EXIT
OPTIONS
DEBUG
AUDIO
VIDEO
CONTROLS
LOAD SETUP
SAVE SETUP
RETURN
DEBUG OPTIONS
START MAP 1
GOD MODE OFF
WEAPONS OFF
TARGET ON
RETURN

From the Main menu, select the Load option, enter the password **QQQQ QQQQ QQQQ QQQQ** and **press A**. You'll be told your password is invalid. Exit the Password menu and select Options. Above Audio is a new option, Debug, that includes a level select, God mode, unlimited weapons, and more.

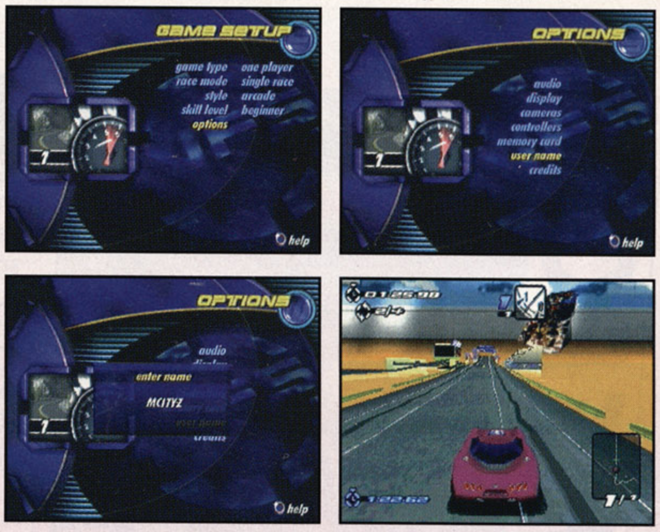
Nathan Lazur
Tampa Palms, FL

PlayStation

GamePro Reader Tip of the Month

Need for Speed III: Hot Pursuit

All Cars and Tracks, Special Cars, and More


GAME SETUP
game type one player
race mode single race
style arcade
skill level beginner
options
help
OPTIONS
audio
display
cameras
controllers
memory card
user name
credits
help
OPTIONS
enter name
MCITYZ
help

From the Game Setup menu, select Options, then choose User Name. Enter the following passwords to activate the cheats:

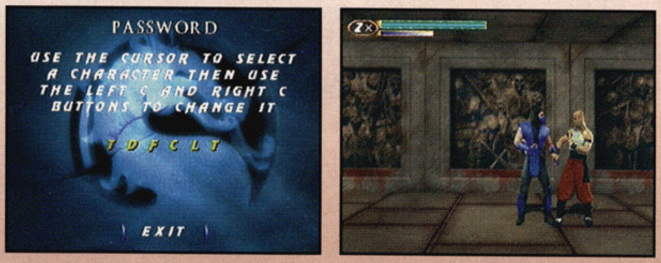
All Cars and Tracks Are Open:	`SPOILT`
Auto Cross Canyon Track:	`XCNTRY`
"El Niño" Car:	`ROCKET`
Empire City Track:	`MCITYZ`
Jaguar XJR-15:	`1JAGX`
Mercedes Benz CLK-GTR:	`AMGMRC`
More Camera Views:	`SEEALL`
"The Room" Track:	`PLAYTM`
Scorpio 7 Track:	`GLDFSH`
Space Race Track:	`MNBEAM`

Jesse Evans
San Jose, CA

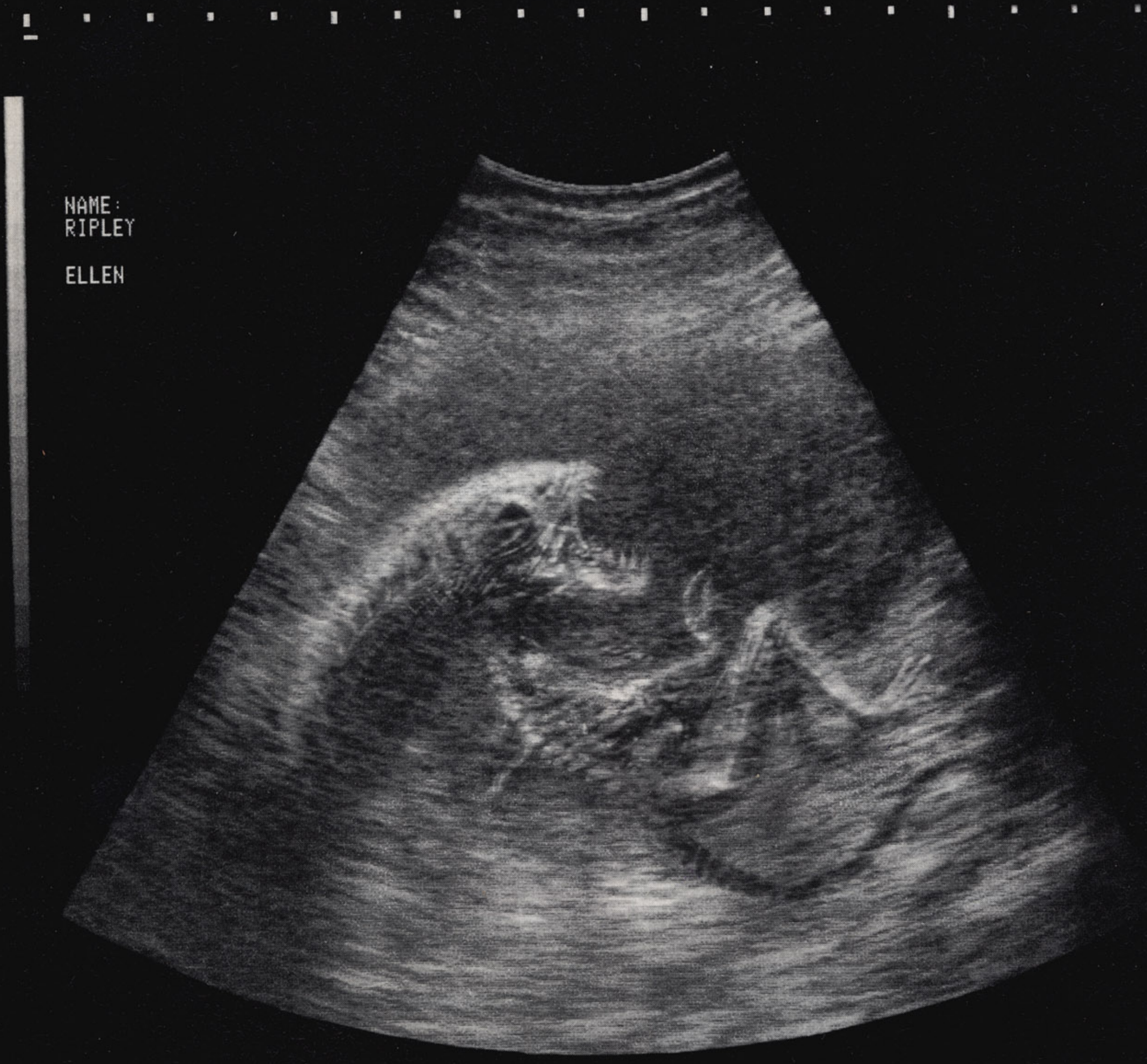
Nintendo 64

Mortal Kombat Mythologies: Sub-Zero

Invincibility Password


PASSWORD
USE THE CURSOR TO SELECT A CHARACTER THEN USE THE LEFT C AND RIGHT C BUTTONS TO CHANGE IT
TDFCLT
EXIT

Enter the password `TDFCLT` to be invincible during the game.


NAME:
RIPLEY

ELLEN

DUE THIS FALL

ALIEN
RESURRECTION
THE GAME

MATURE
M
CONTENT RATED BY
ESRB

FOX
INTERACTIVE

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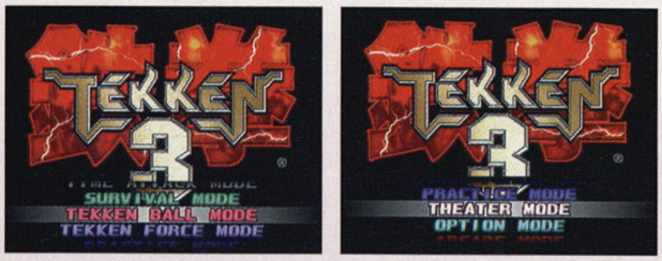
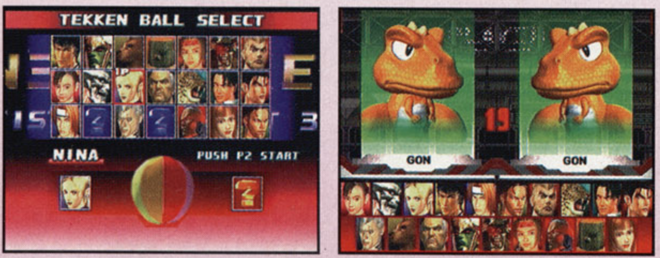
PlayStation

Tekken 3*

Tekken Ball Mode, Tekken Theater Mode, and Play as Gon


TEKKEN 3
SURVIVAL MODE
TEKKEN BALL MODE
TEKKEN FORCE MODE
PRACTICE MODE
THEATER MODE
OPTION MODE

Tekken Ball and Theater Mode: Play through the game with each of the 10 main characters. After you finish the game with the tenth regular character, you'll find two new options at the title screen: Tekken Ball Mode and Theater Mode.

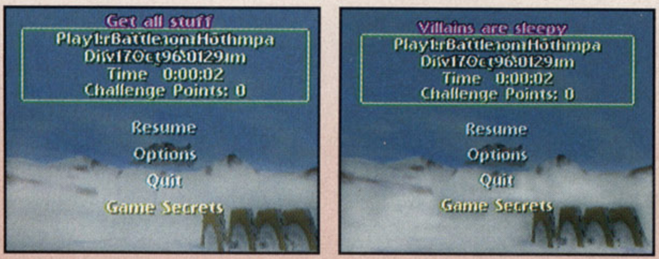

TEKKEN BALL SELECT
NINA
PUSH P2 START
GON
19
GON

Play as Gon: Start a game in Tekken Ball Mode (see tip above). Your opponent will be Gon. If you defeat him, Gon will be added to the lineup of playable fighters.

Nintendo 64

Star Wars: Shadows of the Empire

Ultimate Cheat

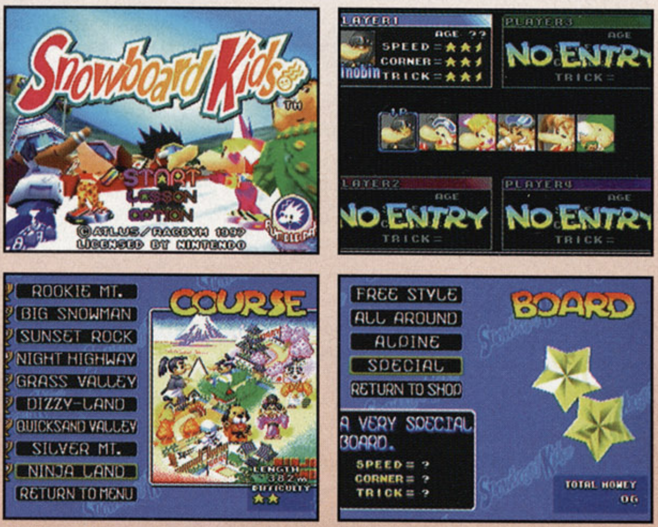

Get all stuff
Villains are sleepy
Time 0:00:02
Challenge Points: 0
Resume
Options
Quit
Game Secrets

Enter `_Wampa__Stompa` (the _ designates a space) as your name and make sure the controls are set to default. Start a game, pause, then **simultaneously press and hold left-C, right-C, top-C, bottom-C, Z, L, R, and Left on the directional pad. While holding the buttons, move the analog stick halfway to the left and hold it** in that position until you hear a sound. Then **move the analog stick halfway to the right and hold it** in that position until you hear a sound. Repeat the process, alternating from left to right until the words "Get All Stuff" appear at the top of the screen. **Press the L and R buttons or Up and Down on the analog stick** to cycle through the cheats.

Nintendo 64

Snowboard Kids

Secret Character and Access to All Tracks and Boards


Snowboard Kids
START
LESSON
OPTION
©ATLUS/RACDYM 1997
LICENSED BY NINTENDO
AGE ??
SPEED
CORNER
TRICK
NO ENTRY
NO ENTRY
NO ENTRY
ROOKIE MT.
BIG SNOWMAN
SUNSET ROCK
NIGHT HIGHWAY
GRASS VALLEY
DIZZY-LAND
QUICKSAND VALLEY
SILVER MT.
NINJA LAND
RETURN TO MENU
COURSE
FREE STYLE
ALL AROUND
ALPINE
SPECIAL
RETURN TO SHOP
BOARD
A VERY SPECIAL BOARD.
SPEED = ?
CORNER = ?
TRICK = ?
TOTAL MONEY
06

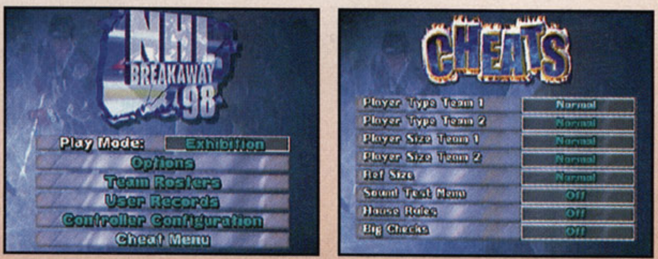
At the title screen, **press Up (on the analog stick), Down (on the analog stick), Down (on the directional pad), Up (on the directional pad), bottom-C, top-C, L, R, Z, Left (on the directional pad), right-C, Up (on the analog stick), B, Right (on the directional pad), left-C, Start.** If you entered the code correctly, you'll be able to play as the hidden character, Sinobin, race on three extra tracks in the Time Attack mode, and use the hidden special snowboard.

Brian Pina
Houston, TX

Nintendo 64

NHL Breakaway '98

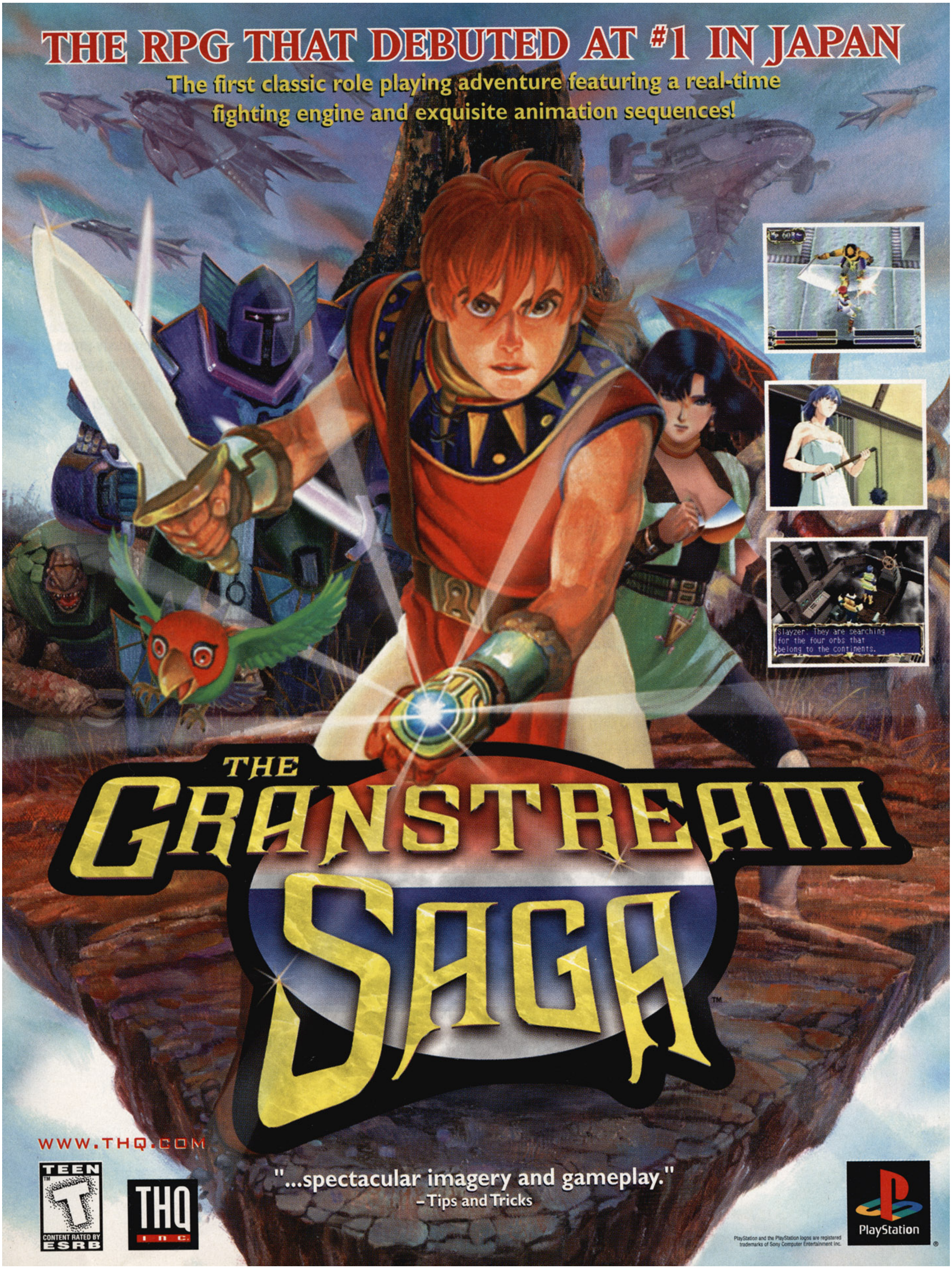
Cheat Menu


NHL BREAKAWAY 98
Play Mode: Exhibition
Options
Team Rosters
User Records
Controller Configuration
Cheat Menu
CHEATS
Player Type Team 1 Normal
Player Type Team 2 Normal
Player Size Team 1 Normal
Player Size Team 2 Normal
Ref Size Normal
Sound Test Menu Off
House Rules Off
Big Checks Off

At the main menu screen, **press left-C, right-C, left-C, right-C, R, R**. If you entered the code correctly, a Cheat Menu will appear at the bottom of the screen.

Shannon Peterson
Evergreen, CO

**Note: These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.*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The first classic role playing adventure featuring a real-time fighting engine and exquisite animation sequences!
THE GRANSTREAM SAGA™
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TEEN
CONTENT RATED BY ESRB
THQ INC.
"...spectacular imagery and gameplay."
–Tips and Tricks
PlayStation

Slayzer: They are searching
for the four orbs that
belong to the continents.

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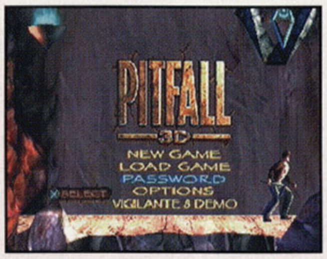
PlayStation

Pitfall 3D: Beyond the Jungle

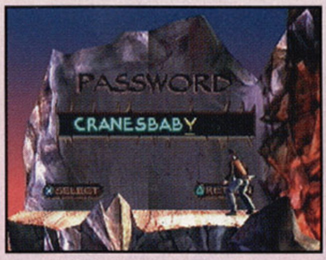
Password Cheats and Pitfall 2600 Game Cheats

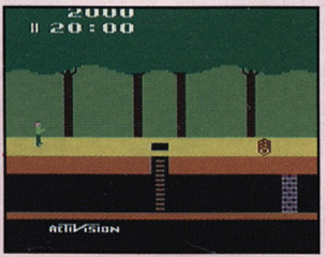


Enter the following passwords to activate these cheats.

2D Pitfall Harry Character:	`2DHARRY`
Pitfall Harry Floats and Twists:	`ZEROGHARRY`
Pitfall Harry Has a Big Head:	`BIGHEADHARRY`
Play the Pitfall 2600 Game:	`CRANESBABY`
Start the Game with 10 Lives:	`GIVEMELIFE`
Start the Game with 99 Lives:	`STEVECRANEME`
Turn Off Pitfall Harry's One-Liners:	`STOPTALKING`
Watch All Movies in the Game:	`PLAYMOVIES`
Watch All the Comic Cut Scenes in the Game:	`PITFALLCOMIC`
Watch the Credits:	`CREDITS`

Note: Press and hold R1 at the end of the credit sequence for a hidden credit screen.





Pitfall 2600 Game Cheats: Enter the password `CRANESBABY` to access the Pitfall 2600 game. Enter any of the following codes during gameplay, but not while the game is paused.

Crocodile Says "Hi, Mom": When a crocodile is onscreen, **simultaneously press R1 and △.**

Elvira Head: **Simultaneously press R1 and ○.**

Gary Head: **Simultaneously press R1 and R2.**

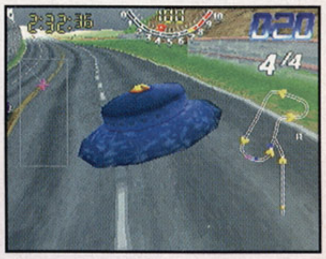
Infinite Lives: **Simultaneously press L1 and L2.**

PlayStation

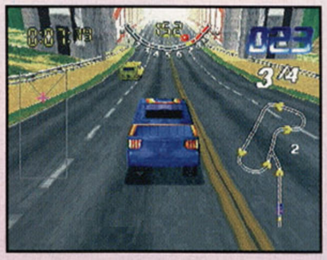
San Francisco Rush Extreme Racing

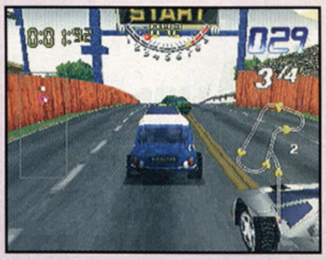
Race as a UFO, a Pickup Truck, and a European Car

PLAYER 1
BEGINNER
BACK
SELECT
SPEED CONTROL



Race as a UFO: At the car-select screen, **simultaneously press and hold R1, R2, L1, and L2** and pick your car. **While holding the buttons,** go to the transmission screen and pick your transmission, then **press and hold** △ until the race begins. When the race starts, you'll be in control of a UFO.





Race as a Pickup Truck: Select your car, then **simultaneously press and hold L1 and L2** until the race begins. When the race starts, you'll be driving a pickup truck.

Race as a European Car: Select your car, then **simultaneously press and hold R1 and R2** until the race begins. When the race starts, you'll be driving a European car.

PlayStation

Reboot

Full Energy, Play as Enzo, and Shield

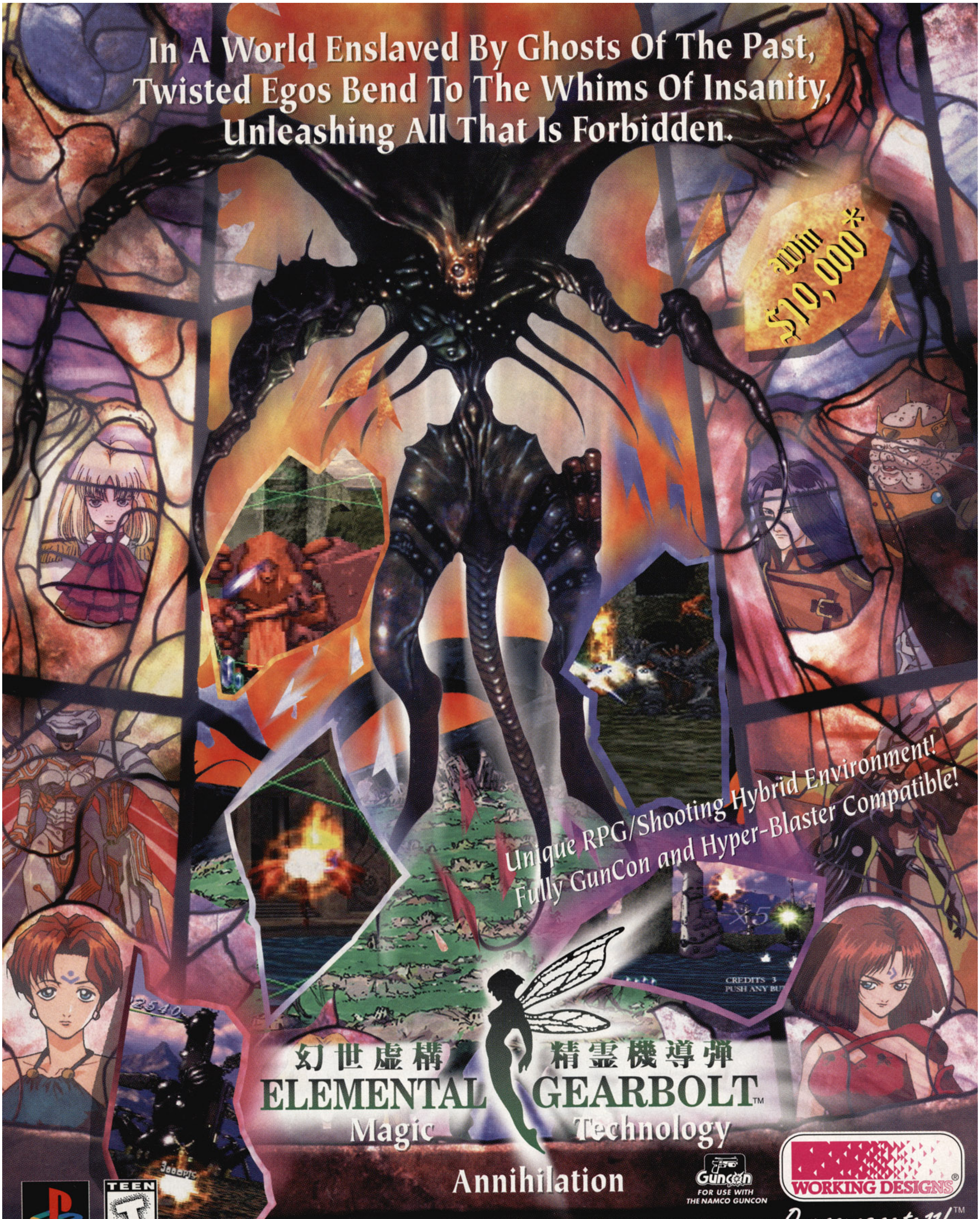
ReBoot
NEW GAME
SELECT

Enter any of the following cheats at the main menu.

Full Energy: **Press Right, L1, Up, Right, Down, L1, R1, Up, Down, Left.**

Play as Enzo: **Press Up, Left, Down, Left, Down, L1, R1, Right, Down, Right.**

Shield: **Press Down, R1, Left, Right, Down, L2, R2, Left, Right, Up.**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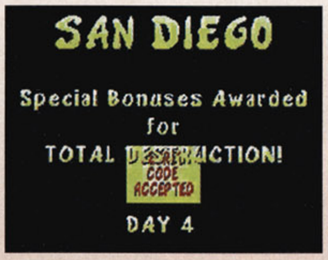
Nintendo 64

Rampage: World Tour

Secret Stages


SAN DIEGO

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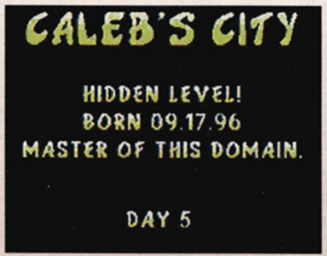
CODE ACCEPTED

DAY 4


CALEB'S CITY

HIDDEN LEVEL!
BORN 09.17.96
MASTER OF THIS DOMAIN.

DAY 5

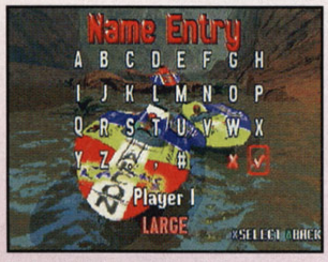
To access the hidden stages below, at the city screen, rapidly press the button indicated for the character you're playing: **Press Punch** for Lizzie, **press Kick** for Ralph, and **press Jump** for George. If you pressed the button quickly enough, you'll warp to the following hidden stages.

City Screen	Hidden Stage
Atlanta:	Suburbia
Casablanca:	Palace
Fairbanks:	Underworld
Kiev:	Exchange
Kodiak:	Snow City
London:	Big Ben
Louisville:	Scumlabs Bioweapons
Moab:	Game Refuge
Nashville:	Downtown
Phoenix:	Area 69
Rio de Janeiro:	Sunset City
San Diego:	Caleb's City
Washington D.C.:	The Capitol

PlayStation

Powerboat Racing

Championship Race, Big Engine, and Small Boats



6th
0:3
START

Enter this password to race in the Championship race: **CUP**

Enter the following names to access these cheats.

Boats Have Big Engines:	**LARGE**
Boats Are Small:	**COMPACT**

PlayStation

Critical Depth

Invincibility, Quad Damage, and Unlimited Weapons

Armor Pod Dropped

Enter any of the following cheats during gameplay, but not while the game is paused.

Invincibility: **Quickly press L1, R1, L1, R1, Up, Down, Left, Right.**

Quad Damage: **Quickly press R1, R2, R1, R2, Up, Down, Up, Down.**

Unlimited Weapons: **Quickly press L1, R1, L1, R1, Up, Down, Left, Down.**

PlayStation

Beast Wars Transformers

Level Skip and Weapon Power-Up

MISSION COMPLETED

Pause the game and enter any of the following cheats.

Level Skip: **Quickly press and hold L2 and press Up, Down, Left, Right, △, ×, ×, △, Right, Left, Down, Up. While still holding L2,** unpause the game.

Weapon Power-Up: **Quickly press and hold L2 and press Up, Down, Left, Right, △, ×, □. While still holding L2,** unpause the game.

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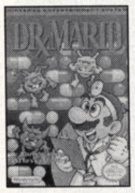

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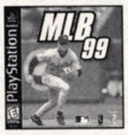

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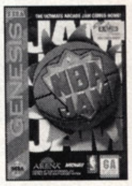

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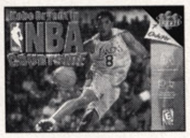

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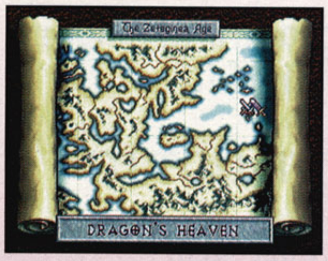
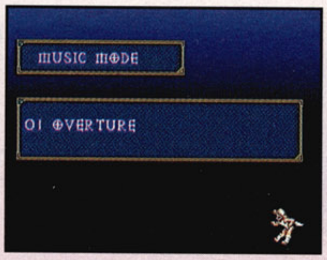
PlayStation

Ogre Battle

Secret Level and Sound Test


DRAGON'S HEAVEN


MUSIC MODE
01 OVERTURE

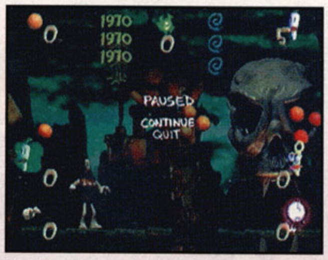
Secret Level: Start a new game and enter **FIRESEAL** as your name. When the game starts, move the cursor over the map until you find the secret area, Dragon's Heaven.

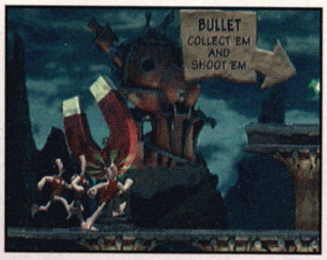
Sound Test: Start a new game and enter **MUSIC/ON** as your name to access a sound test.

PlayStation

Skullmonkeys

Several Cheats


1970
1970
1970
PAUSED
CONTINUE
QUIT


BULLET
COLLECT 'EM
AND
SHOOT 'EM

Pause the game and enter any of the following button presses.

Change Klaymen's Color: **Press L2, ○, ○, Left, Select, L2, Up, Down.**

Clean Pause Screen: **Press L2, Left, ○, R2, Down, □, △, Down.**

Fire Heads, Not Bullets: **Press Down, □, △, Down, Down, □, □, Right.**

Hyper Speed: **Press Left, □, R2, ○, R1, Down, ○, R2.**

Shadow Klaymen: **Press Down, Right, △, L2, Up, Left, △, Select.**

Skip to the Next Stage: **Press △, L1, L1, □, Right, ○, △, Down.**

Slow-Motion: **Press L1, △, Left, Down, R2, △, Left, Select.**

Small Klaymen: **Press R1, Left, □, △, R1, Left, □, △.**

SKULLMONKEYS

PlayStation

Twisted Metal 2

Hyper Machine Gun

Enemies: 6
TWISTER
Lives: 2

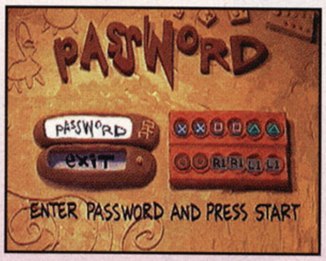
Enemies: 6
MR. SLAM
Lives: 2
50

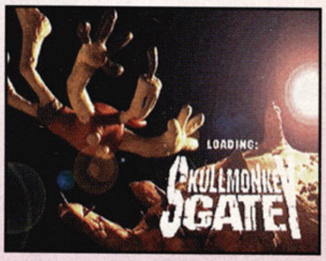
During gameplay, **press and hold R2** and **press Up, Down, Left, Right, Right, Left, Down, Up.** If you entered the code correctly, your machine guns will fire faster and do more damage.

PlayStation

Skullmonkeys

Secret Stage Password


PASSWORD
PASSWORD
EXIT
ENTER PASSWORD AND PRESS START


LOADING:
SKULLMONKEY GATE

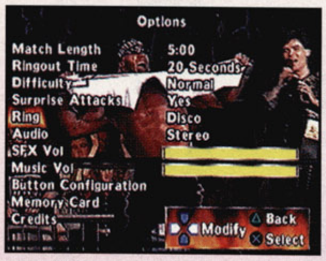
Enter the password × × □ □ △ △ ○ ○ **R1 R1 L1 L1** to access a secret stage, Skullmonkey Gates.

Eric Cunningham
via Internet

PlayStation

WCW Nitro

More Rings and YMCA Dance



Options

Match Length 5:00
Ringout Time 20 Seconds
Difficulty Normal
Surprise Attacks Yes
Ring Disco
Audio Stereo
SFX Vol
Music Vol
Button Configuration
Memory Card
Credits

Modify
Back
Select

HOLLYWOOD
MACHO

More Rings: At the Options screen, **press L1, L2, R1, R2, L1, L2, R1, R2, Select**. The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.

YMCA Dance: Select the Disco ring, and **press L2** any time during the match to dance like the Village People.

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2. All-Star Baseball '99
3. Yoshi's Story
4. Kobe Bryant's NBA Courtside
5. Quest 64
6. Mike Piazza's StrikeZone
7. Mortal Kombat 4
8. Quake
9. Forsaken
10. Clayfighter Sculptor's Cut *(Blockbuster Exclusive)*
11. 1080° Snowboarding
12. Snowboard Kids
13. GoldenEye 007
14. WCW vs. NWO: World Tour
15. Rampage: World Tour
16. Bio F.R.E.A.K.S.
17. Mystical Ninja
18. Aero Gauge
19. Bust-A-Move 2
20. Jeopardy!

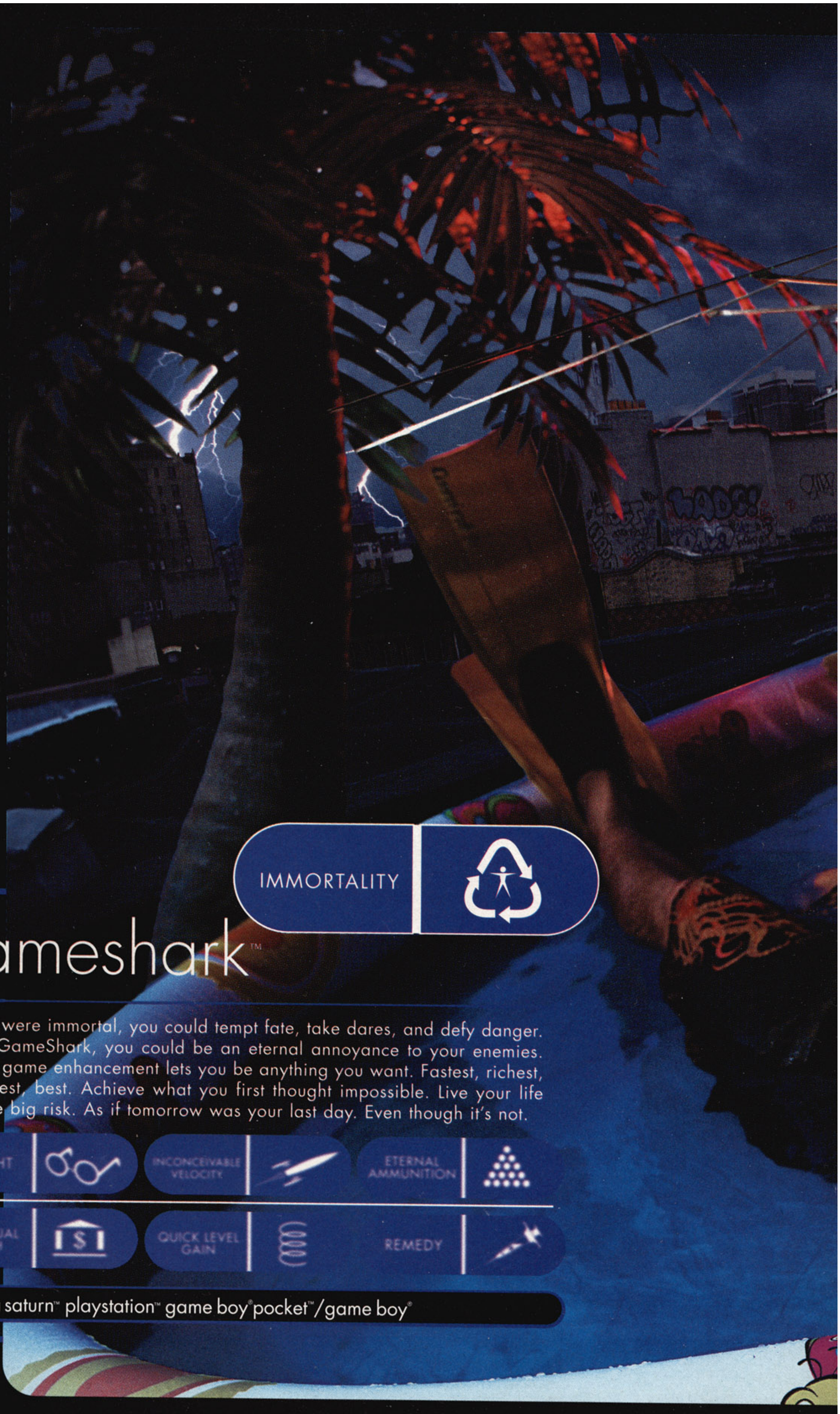
PlayStation

1. Tekken 3
2. Need for Speed III: Hot Pursuit
3. Mortal Kombat 4
4. Triple Play '99
5. MLB '99
6. Road Rash 3D
7. Gran Turismo
8. Blasto
9. NBA Shoot Out '98
10. Resident Evil 2
11. WCW Nitro
12. Grand Theft Auto
13. Forsaken
14. Bio F.R.E.A.K.S.
15. San Francisco Rush Extreme Racing
16. Vigilante 8
17. Breath of Fire III
18. VR Baseball '99
19. Powerboat Racing
20. Jeremy McGrath Supercross '98

The Rookie's Can't Miss List

If I'm not on the ice burning down the net, you can find me plugged into my PlayStation or N64 playing all the best sports, racing, action/adventure, and fighting games.

1. 1080° Snowboarding *(Nintendo 64)*
2. NBA Shoot Out '98 *(PlayStation)*
3. All-Star Baseball '99 *(Nintendo 64)*
4. Tekken 3 *(PlayStation)*
5. MLB '99 *(PlayStation)*
6. Need For Speed III: Hot Pursuit *(PlayStation)*
7. World Cup '98 *(PlayStation)*
8. GoldenEye 007 *(Nintendo 64)*
9. NHL '98 *(PlayStation)*
10. Gran Turismo *(PlayStation)*



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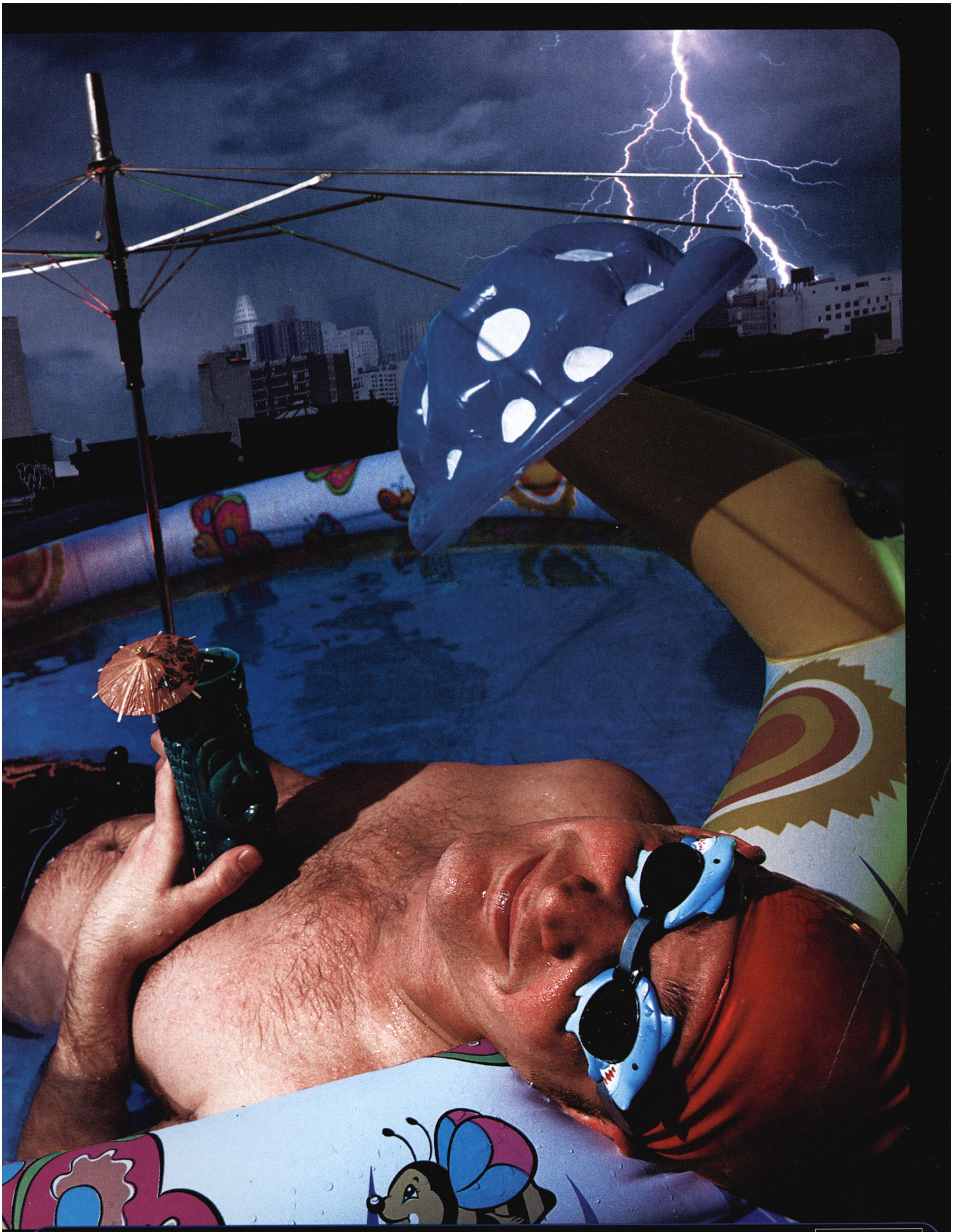

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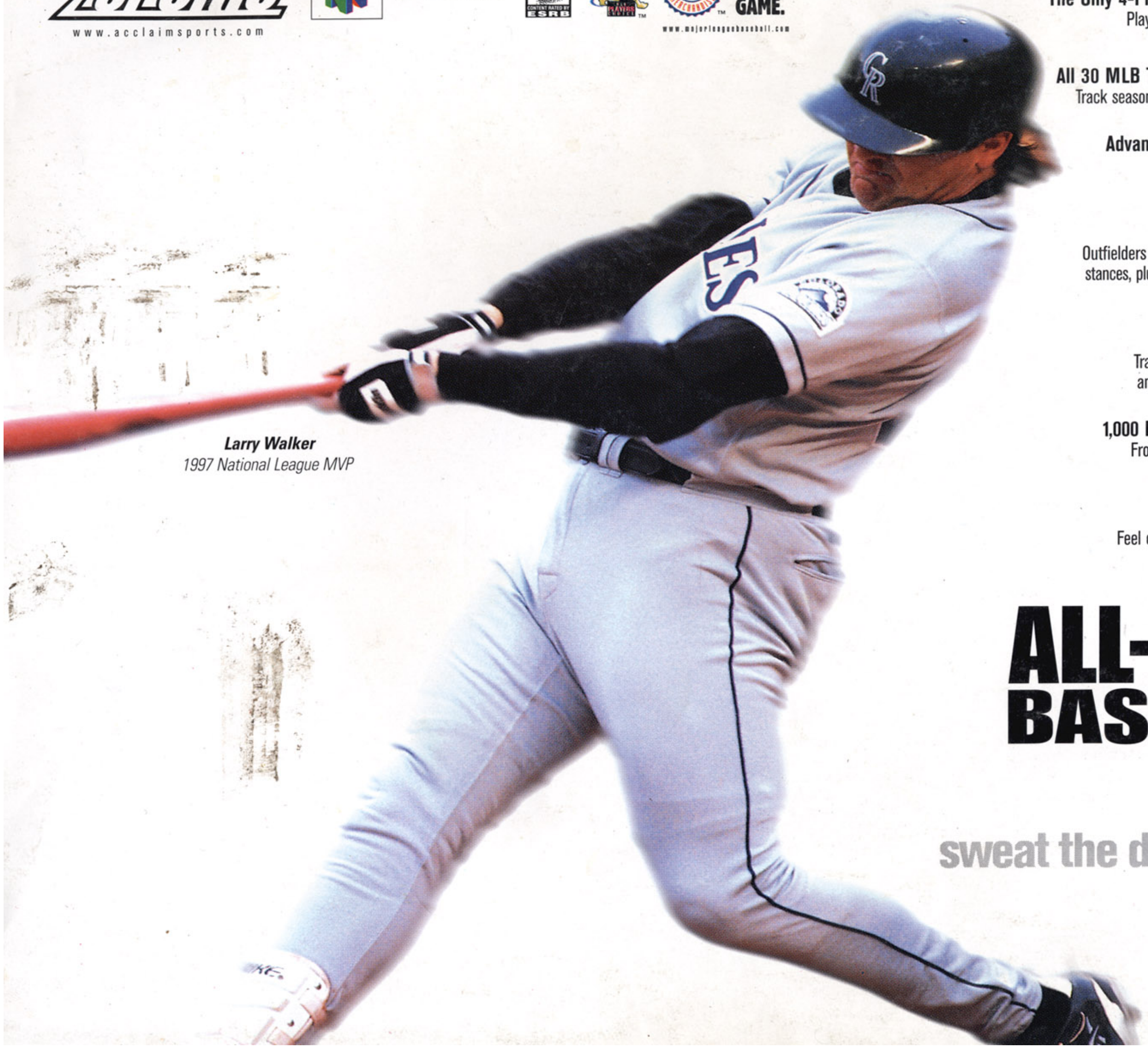

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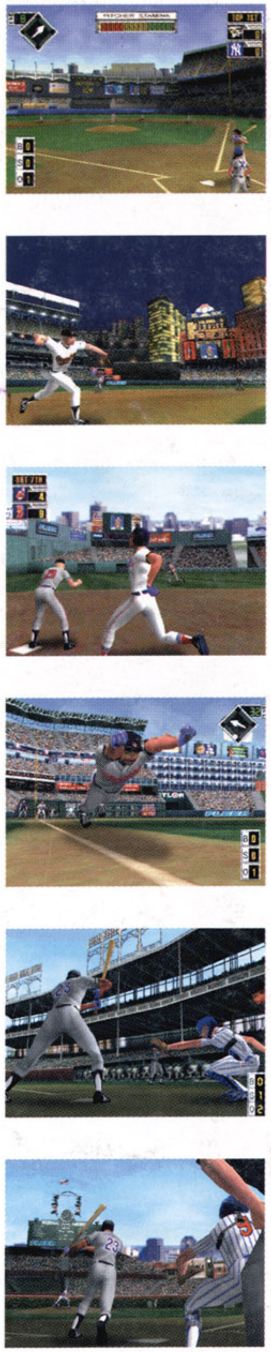

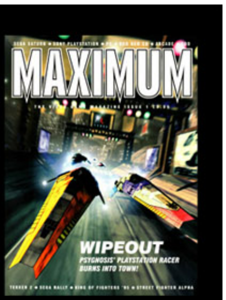

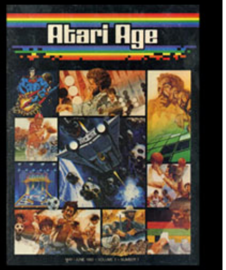

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